## -UN Reindeer Games Night (1st edition)

## Basic Overview:

Reindeer Games Night is a fun night designed to test everyone's Christmas trivia and game show knowledge. You will play game show games all throughout the night based on popular game shows like Who wants to be a Millionaire ©, Deal or No Deal ©, Family Feud ©, The Price is Right ©, Name That Tune ©, and Minute to Win It ©. Most of these game shows have only a single contestant, so the games have been modified to allow for everyone to participate.

We recommend doing this special night on your last Expeditions night before Christmas. Begin with an opening time and then spend the rest of the night in your game time room. We recommend doing 2 rounds of Deal or No Deal ©, Round 1 of Who wants to be a Millionaire ©, 2 rounds of Family Feud ©, Lesson time, Round 2 of Who wants to be a Millionaire, Name That Tune ©, The Price is Right $\odot$ and the Minute to Win It © challenges. If you still want you night to run as usual, during opening time you'll play two or three game show games: Deal or No Deal ©, Name That Tune ©, and/or Who wants to be a Millionaire ©. During book time you'll also play two game show games: Family Feud © and The Price is Right ©. Lastly, during game time you play a few Minute to Win It © challenges. IAt the end of your night, you will total up the points and see which team did the best job overall and award them.

## Additional Ideas:

None.

## Reminder Flyer:

See the flyer and additional instructions and sample questions on the next pages.

Remember, next week is...


Is that your final answer? Because if it's correct, you might just win a whole lot of points for your team! Come ready next week to help your team compete in a battle of the brains! Teams will compete in a number of Christmas games and the winning team will earn a special prize for everyone on that team. Ho-Ho-Hope to see you next week!


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## Team Set-up:

To make this night enjoyable, you will need at least a couple of teams competing. It is highly recommended that you only do this night with your 1st-6th graders as it may be too hard for the 3-5 year olds. In breaking the kids up into teams, think about where they will go for book time. Since two of the game show games take place in book time, it will be easiest if you base your teams off of this part of your night. If, for instance, each grade goes to a different classroom during book time, then it would be best to divide your teams up by grade level.

At our church each grade level is in a separate classroom. I usually create three teams. I combine the scores of our 6th and 1st graders, our 2nd and 5th graders, and our 3rd and 4th graders. Dividing into these teams makes things more fair for younger kids. If you are keeping everyone together for this night, then a simple boys verses girls breakdown works best. Work out with your leaders how best to structure this night so that the teams can remain intact throughout the night in playing each of the game show games.

## Choosing a winner:

Fill out the last page of this packet entitled "Calculating the winner." Answering each question on that sheet will help you to determine the winning team. This night can be a lot of fun. Our kids have really enjoyed each year that we have done it and always ask if we can do it again. Even though all the questions are provided for you, it still takes a little bit of planning and organizing to pull this night off at your church. You may even want to meet with some key leaders and explain and work out how everything will run to them first before attempting it.

## STOCKING STUFFERS

(DEAL OR NO DEAL)

Directions: During opening time, have a total of 21 papers taped to the front wall. One side of the each paper (the side that faces towards the audience) has a stocking with a number on it (number the stockings from 1 to 21 and hang them up in order on the wall). The other side of the paper (which faces the wall) has lumps of coal ranging from 1 to 1,000 . Randomly assign lumps of coal values to the stockings and not put them in numerical order). To play the game, choose 2-6 children from each team to come to the front and "pick their stocking" (i.e. pull down a piece of paper off of the wall). The one who chose the stocking with the least lumps of coal on the back side of it wins that round. Have those children have a seat a play a second round with the stockings that are still on the wall.

## ROUND 1 WINNER:

$\qquad$

## ROUND 2 WINNER:

Hang the papers on the wall in this fashion. (See the pages below for a copy of the stocking)


## THE MOST WONDERFUL TIME OF THE YEAR (WHO WANTS TO BE A MILLIONAIRE - ROUND 1)

Directions: Each corner of the room will have a piece paper with a big letter A, B, C, or D on it. Leaders pick 5 children and 1 leader from their team. This group of 10 children and 2 leaders to compete for 3 questions, then another group of 5 kids and 1 leader per team will be chosen for the next 3 questions. After the question, players will stand by their letter choice (if they think B is the right answer they go stand by B). Points are given to for how many players stand by the correct answer (i.e. 3 boys and 4 girls are correct means 3 points for the boys and 4 points for the girls).
1.) What is put in the stocking of a naughty child?
A.) A Bar of Soap
B.) Slime
C.) Coal
D.) Cockroaches
2.) What Christmas Movie is about a train that carries kids to the North Pole on
Christmas Eve?
A.) Thomas the Tank Engine
B.) the Polar Express
C.) The Christmas Choo Choo
D.) The Santa Steamer
3.) What does Jesus' other name, "Emmanuel", mean?
A.) God with Us
B.) the Anointed One
C.) Savior of All
D.) the Comforter
4.) Out of all 50 states, which state produces the most Christmas trees each year?
A.) North Carolina (2nd place)
B.) Michigan (3rd place)
C.) Oregon (1st place)
D.) Pennsylvania (4th place)
5.) In the 'really silly' version of Jingle Bells, which super hero smells?
A.) Batman (Jingle Bells, Batman smells, Robin laid an egg)
B.) Robin
C.) Superman
D.) Hulk
6.) What Christmas movie does the phrase "Bah humbug" come from?
A.) Miracle on 34th Street
B.) It's a Wonderful Life
C.) How the Grinch Stole Christmas
D.) A Christmas Carol
7.) What Angel appeared to tell Mary that she was going to have a baby?
A.) Gabriel
B.) Azariah
C.) Micheal
D.) The Bible doesn't say their name
8.) What Christmas carol does Charlie Brown and the rest of the Peanuts gang sing at the end of "A Charlie Brown Christmas?"
A.) Angels we have Heard on High
B.) Hark the Herald Angels Sing
C.) Joy to the World
D.) O Come All ye Faithful
9.) Edward Johnson, Thomas Edison's assistant, came up with the electric Christmas lights in what year?
A.) 1882
B.) 1884
C.) 1886
D.) 1888

## THE MOST WONDERFUL TIME OF THE YEAR (WHO WANTS TO BE A MILLIONAIRE - ROUND 2)

1.) Where does Santa Claus live?
A.) The Mall
B.) New York City
C.) The South Pole
D.) The North Pole
2.) Which of these was NOT one of the three gifts the wise men gave to Jesus?
A.) Myrrh
B.) swaddling clothes
C.) Gold
D.) Frankincense
3.) What is the name of the little "spy" who hides around people's houses and reports back to Santa on who has been naughty and nice?
A.) The Peasant by the Presents
B.) The Troll in the Tree
C.) The Elf on the Shelf
D.) The Angel with the Antlers
4.) How many ghosts visit Ebenezer Scrooge in the movie "A Christmas Carol"?
A.) One
B.) Two
C.) Three
D.) Four (Jacob Marley, past, present, future)
5.) In the song about the Grinch, which of these words are not used to describe the Grinch?
A.) Stink
B.) Seasick
C.) Skunk
D.) Smelly
6.) In what city was Jesus born in?
A.) Bethlehem
B.) Nazareth
C.) Jerusalem
D.) Galilee
7.) In a Christmas movie, who says the line "Fog as thick as peanut butter"?
A.) Professor Hinkle
B.) Yukon Cornelius (in Rudolph the Red-Nosed Reindeer)
C.) Hermie
D.) Berger-meister Meister-berger
8.) In the movie, "It's A Wonderful Life," what happens every time a bell rings?
A.) Some money is collected for the poor
B.) A child sees Santa
C.) An Angel gets His Wings
D.) A present is bought for someone
9.) What year was the movie "Frosty the Snowman" made?
A.) 1969
B.) 1974
C.) 1980
D.) 1986

## MAKING A LIST, CHECKING IT TWICE (FAMILY FEUD - ROUNDS 1 \& 2)

Directions: Print off the two sheets of paper at the bottom of this packet with 6-8 slots on it. At the top of each sheet, write the category or family feud question (see the questions and answers below). Give the leader of each class or team a copy of each of these two sheets. Have the teams gather on opposite sides of the room. Read the question allowed and then have the leader take answers from their class (quietly so the other team doesn't hear them) and fill in the blanks on both of the family feud questions. Collect the papers from the leaders and see which team got the most points based on their answers to the questions.

Round 1 - Name one of Santa's reindeer: (pick 5)

- Rudolph = 42 points
- Blitzen $=25$ points
- Dasher $=18$ points
- Vixen $=8$ points
- Comet $=7$ points


## Round 2 - Name a popular Christmas song (non-sacred): (pick

6) 

- Rudolph the Red-Nosed Reindeer $=27$ points
- Jingle Bells $=22$ points
- Frosty the Snowman $=18$ points
- Santa Claus is Coming to Town $=14$ points
- 12 days of Christmas $=11$ points
- All I Want for Christmas is my Two Front Teeth $=8$ points


## ROUND 1 WINNER:

## ROUND 2 WINNER:

$\qquad$


## DECK THE HALLS (THE PRICE IS RIGHT - ROUNDS $1 \& 2$ )

Directions: Obtain pictures of Christmas decorations from a store (you can do this by going to their website and saving a picture of a certain item, by going to the store and actually taking a picture of the item, or by using the pages in this packet below). Print out a picture of each item. Give the leader of each class or group a copy of each of the two pictured items. Have the teams gather on opposite sides of the room. Have the leader and the team decide how much they think each item costs. Have the leader write the amount on each picture. Collect the papers from the leaders after book time and see which group got the closest to the actual price on each item.


## COST: \$149.99

## ROUND 2 DECORATION:



ROUND 2 WINNER:

COST: \$49.95

ROUND 1 WINNER:


## DO YOU HEAR WHAT I HEAR (NAME THAT TUNE - ROUNDS $1 \& 2$ )

Directions: These two games should be played with both teams in one big room. Have each team sit on different sides of the room. You can either call up a couple of players from each team, or play these games with the entire group. Round 1 you will hum the carols and round 2 you will show pictures of carols and see who can guess which carol is being depicted. It's best to play this after the family feud game about Christmas carols.

Round 1 - Hum-dingers: You can either choose 4 children from each team to come to the front or have everyone participate in these questions. Hum, whistle, or download and play the following songs and see who can be the first one to stand up and say the name of the song first.

- Rudolph the Red-Nosed Reindeer
- Away in a Manger
- Carol of the Bells
- Frosty the Snowman
- Joy to the World
- We Three Kings
- Angels We Have Heard on High

Round 2 - Picture This: You can either choose 4 children from each team to come to the front or have everyone participate in these questions. Hold up each of the pictures in the pages below and see who can stand up and the name of the song first. Each of the pictures has a number in the bottom right corner which corresponds with the numbers below:

- (\#1) I'm Dreaming of a White Christmas (the word Christmas is white)
- (\#2) O Holy Night (Knight with holes in him)
- (\#3) Noel (no letter "L")
- (\#4) All I Want for Christmas is my Two Front Teeth
- (\#5) Silent Night (Knight being quiet)


## ROUND 1 WINNER:

## ROUND 2 WINNER:

## REINDEER GAMES <br> (MINUTE TO WIN IT - ROUNDS 1, 2 \& 3)

Directions: Play several competition games where the teams have 1 minute (or more) to do something. Bring up the specified number of people up out of each team and have them do each of the games below. For added effect, if you have a gym that has a scoreboard, see if you can use the clock and horn from off of the scoreboard to count down your minute for each game.

Game 1: That's a Wrap - In this game, three players from each team must use two rolls of toilet paper to completely wrap a christmas present in one minute. To make the game more interesting, have the kids wrap up several weirdly shaped objects such as game time pins, bean bags, batons, basketballs, etc. Failure to complete the challenge in 1 or two minutes (depending on the object they are wrapping will put you on the naughty list! If neither team completes the task, the team that covered the most of the object with toilet paper wins. If both teams complete the task, the one who finishes fastest wins. Play additional rounds if you want to.

Game 2: Set the Table - In this game, six players from each team will attempt to throw clear plastic disposable plates (often called crystal plates) either onto a folding table that is set up in the middle of the room and is approximately $10-15$ feet away from them or the kids will attempt to get their plate to land closest to a centralized cone or pin. They will throw the plates just like they would throw a Frisbee. Plates that do not land on the table or near the cone can be retrieved by the team and thrown again. Land more plates than you opponents do in one minute and you're team is in for a real treat. Play additional rounds if you wish.

Game 3: Pass the Peppermint - In this game, 4 players are chosen per team. The first two players are given a hook or coat hanger. a candy cane is hung from the coat hanger or hook of the first one. When you say go, first player runs around the circle and without touching it with their hand, transfers the candy cane to the next player (they will then give their coat hanger to player 3 in the line). Different variations include. Have them run around normal, have them run backwards, have two people use their hooks to hold one candy cane and run together, etc. You'll have one minute to carry your peppermint as far as many times around the circle as you can. The team that goes the farthest will add some sweet points to their team's totals. Play additional rounds if you want to.

Supply list for these games: Timer (to count down the minutes), airhorn (or noise maker to signal the end of the minute), 12 rolls of toilet paper, objects to be wrapped, $12-24$ clear plastic plates, a table or pin, $8-16$ coat hangers or hooks, 4-8 candy canes. These numbers are based on having three teams in the room during game time, if you have more teams than this, you may need to adjust these numbers accordingly.

## MINUTE TO WIN IT WINNERS:

Game 1 Winner - $\qquad$ Game 2 Winner - $\qquad$ Game 3 Winner - $\qquad$ OVERALL Winner - $\qquad$

## CALCULATE THE WINNER <br> (BASED ON SCORES ABOVE)

Who won DEAL OR NO DEAL - ROUND 1? $\qquad$
Who won DEAL OR NO DEAL - ROUND 2? $\qquad$
Who won WHO WANTS TO BE A MILLIONAIRE - ROUND 1 ? $\qquad$
Who won WHO WANTS TO BE A MILLIONAIRE - ROUND 2 ? $\qquad$
Who won FAMILY FEUD - ROUND 1 ? $\qquad$
Who won FAMILY FEUD - ROUND 2? $\qquad$
Who won THE PRICE IS RIGHT - ROUND 1 ? $\qquad$
Who won THE PRICE IS RIGHT - ROUND 2 ? $\qquad$
Who won NAME THAT TUNE - ROUND 1? $\qquad$
Who won NAME THAT TUNE - ROUND 2? $\qquad$
Who won the MINUTE TO WIN IT game \#1? $\qquad$
Who won the MINUTE TO WIN IT game \#2? $\qquad$
Who won the MINUTE TO WIN IT game \#3? $\qquad$

So which team won the most events above?

To create your "stockings" for Deal or No Deal©, Make around 21 copies of the stocking on the next page. After that, number the stockings with a black marker. Next, tape a note card or another piece of paper on the back of each case with the number of lumps of coal in it (i.e. 1 Lump, 200 Lumps, etc.) The extra paper or note card is there so that the kids cannot see through the stocking.




Name That Tune:

## ABCDEFGHI

 JKMNOPQR STUVWXYZ

Name That Tune: \#4


Name That Tune: \#5

Print out the above pages as a packet for you as the commander.

Print out the following pages as a packet for each team to fill out during the night.
(Team Name)

## Attention Leaders:

Go through your verse time as normal. Right before beginning your lesson, gather your grade together and have everyone help you come up with answers to the games on the following pages.

For the "Price is Right" games, as a class come up with a price that you think each item costs and write it in the blank provided.

For the "Family Feud" games, as a class come up with the number of answers each question asks for and write them in the blanks provided.

Just like in the regular game show, please do not allow anyone to cheat and use their phone to Google any of your answers.

Put all your class's answers on these sheets and return to the commander before the end of the night.

## MAKING A LIST, CHECKING IT TWICE (FAMILY FEUD - ROUND 1)

Out of 100 people not surveyed, the top 5 answers are on the board...

## Name one of Santa's reindeer ...

1. 
2. 
3. 
4. 
5. 

## MAKING A LIST, CHECKING IT TWICE (FAMILY FEUD - ROUND 2)

Out of 100 people not surveyed, the top 6 answers are on the board...

## Name a popular Christmas song (non-sacred)...

1. 
2. 
3. 
4. 
5. 
6. 

## DECK THE HALLS (THE PRICE IS RIGHT - ROUND 1)



How much do you think this item costs?


## DECK THE HALLS (THE PRICE IS RIGHT - ROUND 2)

How much do you think this item costs?


