

#### **Basic Overview:**

Game Show Extravaganza Night is a fun night designed to test everyone's 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* ©, *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.

In opening time you'll play two game show games: Who wants to be a Millionaire © and Deal or No Deal ©. In book time you'll also play two game show games: Family Feud © and The Price is Right ©, In game time you play several Minute to Win It © challenges. At the end of the night, you can total up the points and see which class/team did the best job overall and award all of them with an ice cream party or special treat or prize.

#### **Additional Ideas:**

None.

### Reminder Flyer:

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

Remember, next week is...



## NIGHT

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 game show type games and the winning team will earn a special prize for everyone on that team in the upcoming weeks. Are you up for the challenge?



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During opening time you'll play two game show games: *Deal or No Deal* © and *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 several *Minute to Win It* © challenges. At the end of the night, you will total up the points and see which class/team did the best job overall and award all of them with an ice cream party or special treat or prize in the upcoming weeks.

### **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. Begin by dividing your kids up into teams. 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 our younger kids.

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.



# DEAL OR NO DEAL

<u>Directions:</u> 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 suitcase number on it (number the suitcases from 1 to 21 and hang them up in order on the wall). The other side of the paper (which faces the wall) has a money value ranging from \$0.01 to \$1,000,000 (obviously you want to randomly assign money values to the suitcases and not put them in numerical order). To play the game, choose one child from each team to come to the front and "pick their case" (i.e. pull down a piece of paper off of the wall). The one who chose the suitcase with the highest dollar amount on the back side of it wins that round. Have those children have a seat a play a second round with the suitcases that are still on the wall.

ROUND 1 WINNER:	ROUND 2 WINNER:
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Hang the papers on the wall in this fashion.

1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21



# WHO WANTS TO BE A MILLIONAIRE

<u>Directions:</u> During opening time...have all the children participate. Put a paper with a big letter A, B, C, and D in the four corners of the room. The children play by standing next to their answer after each question is read (if they think B is the right answer they go stand by B). Only those standing by the right answer remain in the game. Slowly eliminate kids with harder and harder questions. At the end, see which team has the most children still left in the game and award that team as winner. If everyone gets a certain question wrong, have everyone remain in the game and just move on to the next question.

- 1.) Which of these animals usually lives in something called a sty?
  - A.) Cow
  - B.) Pig
  - C.) Fox
  - D.) Bear
- 2.) In the nursery rhyme "Three Blind Mice," who cut the tails off?
  - A.) The other mice
  - B.) The cat
  - C.) The farmer
  - D.) The farmer's wife
- 3.) What job does Amelia Bedelia have?
  - A.) Maid
  - B.) Teacher
  - C.) Chef
  - D.) Florist
- 4.) Our Word of the night tonight is?
  - A.) Hunger
  - B.) Stewardship 1 Cor. 4:2 (read verse)
  - C.) Courage
  - D.) Meekness

- 5.) How many white hexagons on a standard soccer ball?
  - A.) 16
  - B.) 18
  - C.) 20
  - D.) 22
- 6.) Which color below is not true?
  - A.) Yaks have pink milk
  - B.) Beavers have orange teeth
  - C.) Octopuses have light blue blood
  - D.) Polar bears have white fur
- 7.) (Bonus Question) If a doctor told someone that they broke their tibia bone, which part of their body did they break?
  - A.) A bone in their face
  - B.) A bone in their leg
  - C.) A bone in their hand
  - D.) A bone in their arm

WINNER:		
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# FAMILY FEUD

**Directions:** Print off two sheets of paper with 6-8 slots (or blank lines) 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. During book time, have the leader take answers from their class and fill in the blanks on both of the family feud questions. Collect the papers from the leaders after book time and see which group got the most points based on their answers to the questions.

#### Round 1 – Name your favorite kind of candy bar...

- Snickers = 42 points
- Milky Way = 19 points
- Kit Kat = 14 points
- Twix = 10 points
- 3 Musketeers = 8 points
- Reese's Peanut Butter cups = 7 points

### **Round 2** – What is your favorite month of the year...

- December = 38 points
- June = 26 points
- July = 17 points
- September = 12 points
- May = 4 points
- October = 3 points

## **ROUND 1 WINNER:**

**ROUND 2 WINNER:** 



# THE PRICE IS RIGHT

<u>Directions:</u> Obtain pictures of two toys or children's games from a toy store (you can do this by going to their website and saving a picture of a certain toy, or by going to the toy store and actually taking a picture of the toy). Print out a picture of each toy. Give the leader of each class or group a copy of each of the two pictured toys. During book time, have the leader and the class decide how much they think each toy costs. Have the leader write on each picture their team's guess. Collect the papers from the leaders after book time and see which group got the closest to the actual price on each item.

## **ROUND 1 TOY:**



**COST:** \$129.99

## **ROUND 2 TOY:**



**COST:** \$64.98

ROUND 1
WINNER:

**ROUND 2 WINNER:** 



# MINUTE TO WIN IT

<u>Directions:</u> 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 class 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: On the Roll – Give each of the teams 4 dice (I purchased some large foam dice off of Amazon.com). We are playing our game show on 2/5/14 this year. In this challenge, the team needs to roll the date in the right order using their four dice. Have the children sit in a circle with the 4 dice in the middle. Give one of the dice to one child in the circle (leave the others in the middle). When you say go, their goal is roll that dice once and try to get a 2, if they don't the next person in the circle grabs the dice and rolls it also trying to get a 2. When someone finally rolls a 2, the next player in the circle grabs another dice out of the middle and attempts to roll the second number in this case it is a 5. Roll all four digits in the 2/5/14 date before the other teams do and your team wins the challenge. (Set your clock timer for 1 minute for this game).

Game 2: Spoon Spellers - In setting up, print one letter of the alphabet onto 26 half sheets of paper. Then crumple them into balls. If possible, try to print each teams letters on different color paper so they will not get mixed up. Place a pile of paper balls on one end of the room and have the kids line up by teams at the other end. Give the first player in each line two spoons. They will use two plastic spoons like salad tongs to grab one paper ball and run it back to their line. Once there, they will hand the spoons to the next person in line and then the leader will open their paper ball to reveal a letter. Spell out the specific word or phrase like "Game show" first and your team wins the challenge. (Set your clock timer for 2 minutes for this game).

Game 3: Balanced Diet – Tape a cup to the floor on one end of the room (so that it does not get knocked over) and have the kids line up by teams at the other end. Give the first two players in each line a spoon and place a bowl of cereal (some type of cereal like Cheerios) without milk at the front of each line. One at a time, the challenge is to bend down and scoop up a spoonful of cereal and walk/run to the cup across the room and dump the cereal into the cup. 1st-3rd graders can bend down to dump their cereal into the cup, but 4th-6th graders must not let the spoon be any lower than their belly button before dumping it (makes this game much harder for them). Any cereal dropped along the way must be left where it fell. Get the most cereal into your team's cup and your team wins this challenge. (Set your clock timer for 2 minutes for this game)

Game 4: Bounce House - Place a short box or trash can about 3 feet from the wall for each team. then move about 5 additional feet away from the box and place a coffee can (or bowl) filled with ping pong balls for each team (again look on Amazon.com or other sites where you can buy 100 ping pong balls for a reasonable price). Have each team of children form a straight line behind their team's coffee can. One at a time, have them come up to the front of the line grab 3 ping pong balls out of the coffee can and try to bounce it (at least one time) and land it into the box. (Continued on the next page)



## MINUTE TO WIN

## IT – continued...

...(Continued from previous page) Children will throw three balls for their turn and then go to the back of the line. Have a leader standing by to grab any balls that miss and bring them back to the coffee can for kids to throw. The balls can bounce any number of times before going in and even bounce off the wall and still count, but they must bounce at least once. Get the most ping pong balls into your teams box and your team wins this challenge (Set your clock timer for 3 minutes for this game)

Game 5: Bottle Bash – Set up a row of 5-6 empty soda bottles (or styrofoam cups) that runs down a line in the center of the room for each team. Space the bottles out with approximately 3-4 ft between them. Next, have a row of children line up on either side of the bottles facing the bottles. Ideally, the children should be about 10 feet away from the bottles if your room size will permit this. Give one person on each team a playground ball (or smaller ball for the 4th-6th graders). The goal is to roll your ball backwards between your legs (similar to how a center snaps the ball in football) and to try to knock over one of the bottles. The ball should be rolled back and forth between the two lines of kids attempting to knock as many bottles as they can along the way. The team who knocks over the most or all of the bottles within the time limit wins this challenge. (Set your clock timer for 2 minutes for this game)

#### **Supply list for these games:**

- Timer(to count down the minutes), airhorn (or noise maker to signal the end of the minute), 12 foam dice, 26 half sheets of paper with the alphabet on them (need a set of 26 for each team), 6-12 plastic spoons, 3-6 styrofoam bowls, 2 boxes of cereal, 3-6 plastic cups, roll of scotch tape, 3-6 short boxes (no taller than 6 inches off the ground), 3 coffee cans (or large bowls), 100 ping pong balls, 18-20 plastic bottles (or cups), and 3 playground balls.
- 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.

Game time #1 session (1st-3rd Graders) –			
Game 1 Winner –	Game 2 Winner –		
Game 3 Winner –	Game 4 Winner –		
Game 5 Winner –	OVERALL Winner –		

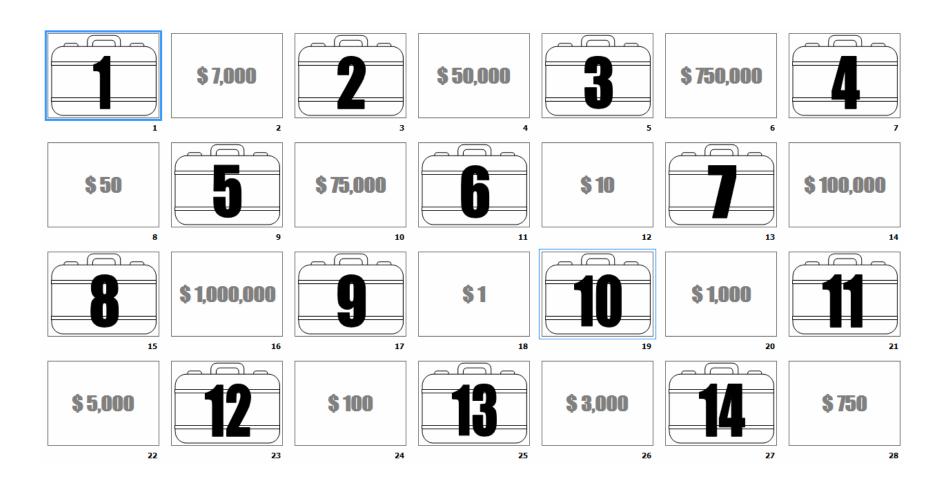
<u>Game time #2 session (4th-6th Graders) –</u>			
Game 1 Winner –	Game 2 Winner –		
Game 3 Winner –	Game 4 Winner –		
Game 5 Winner –	OVERALL Winner –		

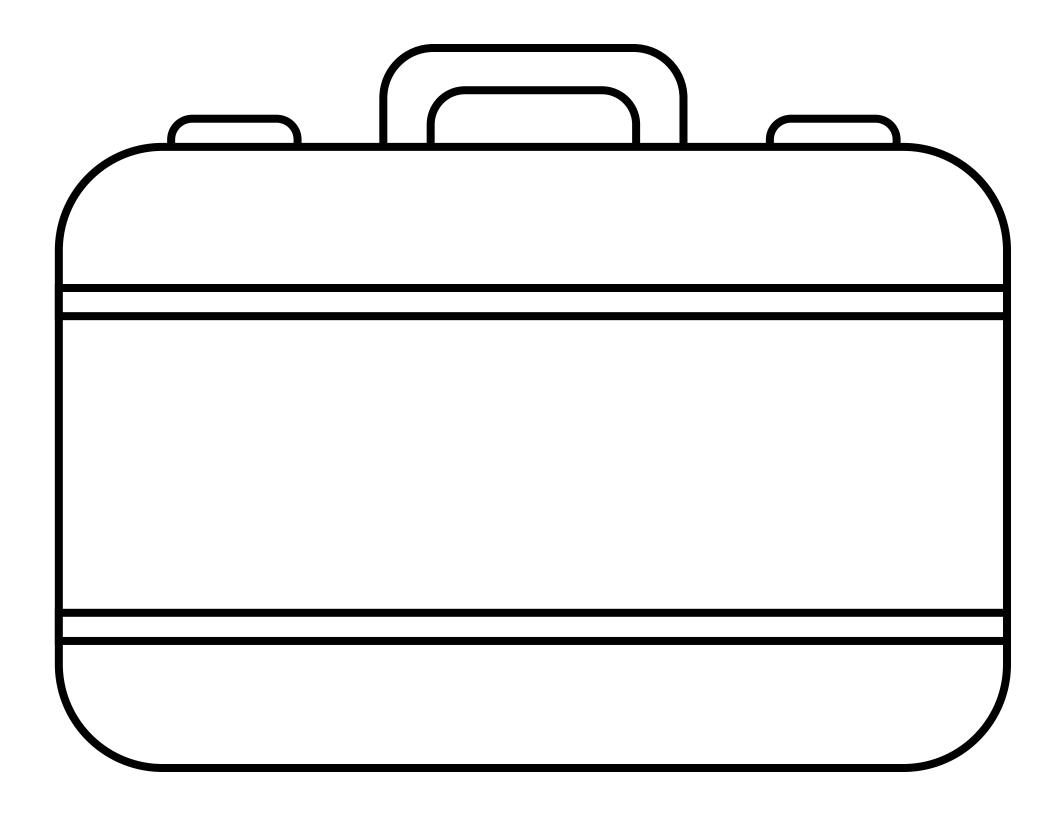


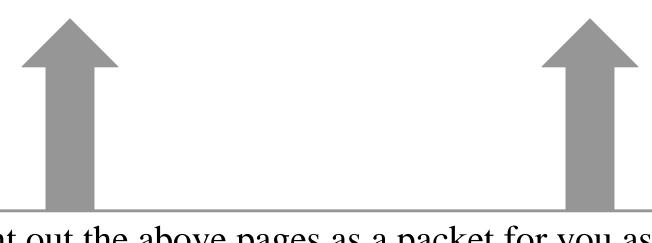
## CALULATING THE WINNER

Who won DEAL OR NO DEAL – ROUND 1?
Who won DEAL OR NO DEAL – ROUND 2?
Who won WHO WANTS TO BE A MILLIONAIRE?
Who won FAMILY FEUD – ROUND 1?
Who won FAMILY FEUD – ROUND 2?
Who won THE PRICE IS RIGHT – ROUND 1?
Who won THE PRICE IS RIGHT – ROUND 2?
Who won the most MINUTE TO WIN IT games in game time #1?
Who won the most MINUTE TO WIN IT games in game time #2?
So which team won the most events above?
(This is your winner for the night)

To create your "cases" for Deal or No Deal©, Make around 21 copies of the case on the next page. After that, number the cases with a black marker. Next, tape a note card or another piece of paper on the back of each case with a dollar amount written on it (the extra paper doesn't allow the kids to see the dollar amount written on each one).

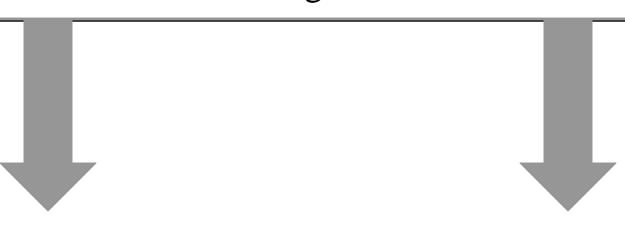






Print out the above pages as a packet for you as the commander.

Print out the following pages as a packet for each classroom to fill out during book time.





# **GRADE**

# **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.



# FAMILY FEUD

Out of 100 people not surveyed, the top 6 answers are on the	board		
Name a popular kind of candy bar			
1.	6.		
2.			
3.			
4.			
5.			



# FAMILY FEUD

Out of 100 people not surveyed, the top 6 answers are on the board... Name your favorite month of the year... 6. 3. 4.



# THE PRICE IS RIGHT





# THE PRICE IS RIGHT

