

FUN NIGHT IDEAS

Game Show Extravaganza Night (4th edition)

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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4TH EDITION

Basic Overview:

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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

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 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: _____

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

Directions: 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.) If some is feeling blue what does that mean?

- A.) They are mad
- B.) They are sad**
- C.) They are sick
- D.) They are happy

2.) In the game of tag, what do you call the person who chases everyone trying to tag them?

- A.) they are called "it"**
- B.) they are called "tagger"
- C.) they are called "chaser"
- D.) they are called "hunter"

3.) In the book "If you give a mouse a cookie" what will he ask for after you give him the cookie?

- A.) A straw
- B.) Some Napkins
- C.) A broom
- D.) Some Milk**

4.) If a bottle had poison in it what picture or drawing would be on the front of the bottle?

- A.) Skull and crossbones**
- B.) Flames
- C.) Four red stars
- D.) A large letter "X"

5.) Our Word of the night tonight is?

- A.) Peace
- B.) Hypocrisy
- C.) Greed**
- D.) Kindness

6.) How many red stitches are there on a professional baseball?

- A.) 96
- B.) 108**
- C.) 120
- D.) 144

7.) (Bonus Question) Which of the following below is not true?

- A.) All porcupines float in water
- B.) All polar bears are left-handed.
- C.) Butterflies taste things with their feet.
- D.) Giraffes only have one more bone in their necks than humans do.**

WINNER: _____



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 a foreign language: (pick 6)

- Spanish = 42 points
- French = 25 points
- Chinese = 18 points
- German = 8 points
- Arabic = 7 points

Round 2 – Name your favorite board game...

- Hungry Hippos = 25 points
- Candy Land = 20 points
- Monopoly = 16 points
- Chutes and Ladders = 13 points
- Life = 10 points
- Guess who? = 8 points
- Sorry = 6 points
- Checkers = 2 points

ROUND 1 WINNER:

ROUND 2 WINNER:



THE PRICE IS RIGHT

Directions: 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: \$19.99

ROUND 2 TOY:



COST: \$129.99

**ROUND 1
WINNER:**

**ROUND 2
WINNER:**



MINUTE TO WIN IT

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 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: Paper Toss - Give each team four rolls of toilet paper (you may want to use some clear tape around them so they don't unroll) In this challenge you will test your football skills as a long snapper. Your task step up one at a time and try to "hike" one toilet paper roll through a hula hoop that is ten feet behind you. Leaders can retrieve rolls and give them to the next person in line. "Hike" more rolls through the hula than any of the other teams and you just might win the big game or at least maybe a small prize (Set your clock timer for 2 minutes for this game).

Game 2: Making the Grade – Give each of the teams 4 dice (I purchased some large foam dice off of Amazon.com). In this challenge, the goal is to have the children roll all four of their dice so that their grade level comes up (i.e. if they are in 3rd grade, all the dice need to be 3's). Have the children divide up by grade level and 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 of the circle). When you say go, their goal is roll that dice once and try to get a 3 (if they are in 3rd grade), if they don't, the next person in the circle grabs the dice and rolls it also trying to get a 3. When someone finally rolls a 3, the next player in the circle grabs another dice out of the middle and attempts to roll a 3 with that dice. Continue to roll all four dice so that all of them have your grade before the time runs out or before the other teams can roll their grade and your team wins the challenge. (Set your clock timer for 1 minute for this game).

Game 3: All the Hoopla – In this challenge, each team forms a circle holding hands. One person has the large Hula Hoop looped over one arm. when you say "go," the goal is to get the Hula Hoop all the way around the circle without "breaking the circle". This means the Hula Hoop has to fit over the players' bodies. Each child will have to step through the hoop, then duck their head through the hoop, and lean and twist to get it to the next person in the circle. This is tricky, but fun!. Just make sure that each team has the same number of players. You can also make a straight line of players instead of a circle (do this especially if you have uneven numbers on teams. Then you can have the first person in line go to the end of the line after they have passed through the hoop. Get the hoop as far around the circle (or down the line) as you can before the time runs out or completely around the circle before other team does to win the challenge (Set your clock timer for 2-3 minutes for this game).

Game 4: Sputter Race – In this challenge, 4 players from each team will each be given a balloon. Two players will line up on one side of the room and two players will line up on the other end. When you say "go," the first player from each team will blow up their balloon, release it and let it sputter and fly around the room, and then run and pick up their balloon. They will blow it up again, and let it go again. Their goal is to keep blowing it up and releasing it until they reach their teammate across the room. Then their teammate will blow up their balloon and heads back across the room. Back and forth it goes until all 4 players have gone across the room. (Continued on the next page)



MINUTE TO WIN IT – *continued...*

...(Continued from previous page) Be the first team to have your final player cross the finish line or be further along than the other teams when the timer runs out to win this challenge (Set your clock timer for 2-3 minutes for this game).

Game 5: Blown Away – Place three boxes of ping pong balls on one end of the room (look on Amazon.com or other sites where you can buy 100 ping pong balls for a reasonable price). Have each team line up behind one of the boxes of ping pong balls. Give each child on the team a straw (the ones with the bendable necks work the best). When the timer starts, the first player in line grabs one ping pong ball and sets it on the floor. Then the player bends down and blows through the straw and uses the air to blow the ball to the other end of the room (do not have a space of more than 20 feet to move across). The player cannot use their hands to block, bump or move the ball in any way, but can only use their breath. When their ball reaches the other end of the room, the second player may grab a ball and begin. Blow the most ping pong balls down the line before time runs out to win this challenge. (Set your clock timer for 3 minute 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 rolls of toilet paper, clear tape, 3 hula hoops, 12 foam or regular dice, 12-24 balloons (need a set of 12 for each team), 100 pack of straws (optional), 100 ping pong 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 accordingly.

Game time #1 session (1st-3rd Graders) –

Game 1 Winner – _____ Game 2 Winner – _____
Game 3 Winner – _____ Game 4 Winner – _____
Game 5 Winner – _____ **OVERALL Winner** – _____

Game time #2 session (4th-6th Graders) –

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? _____

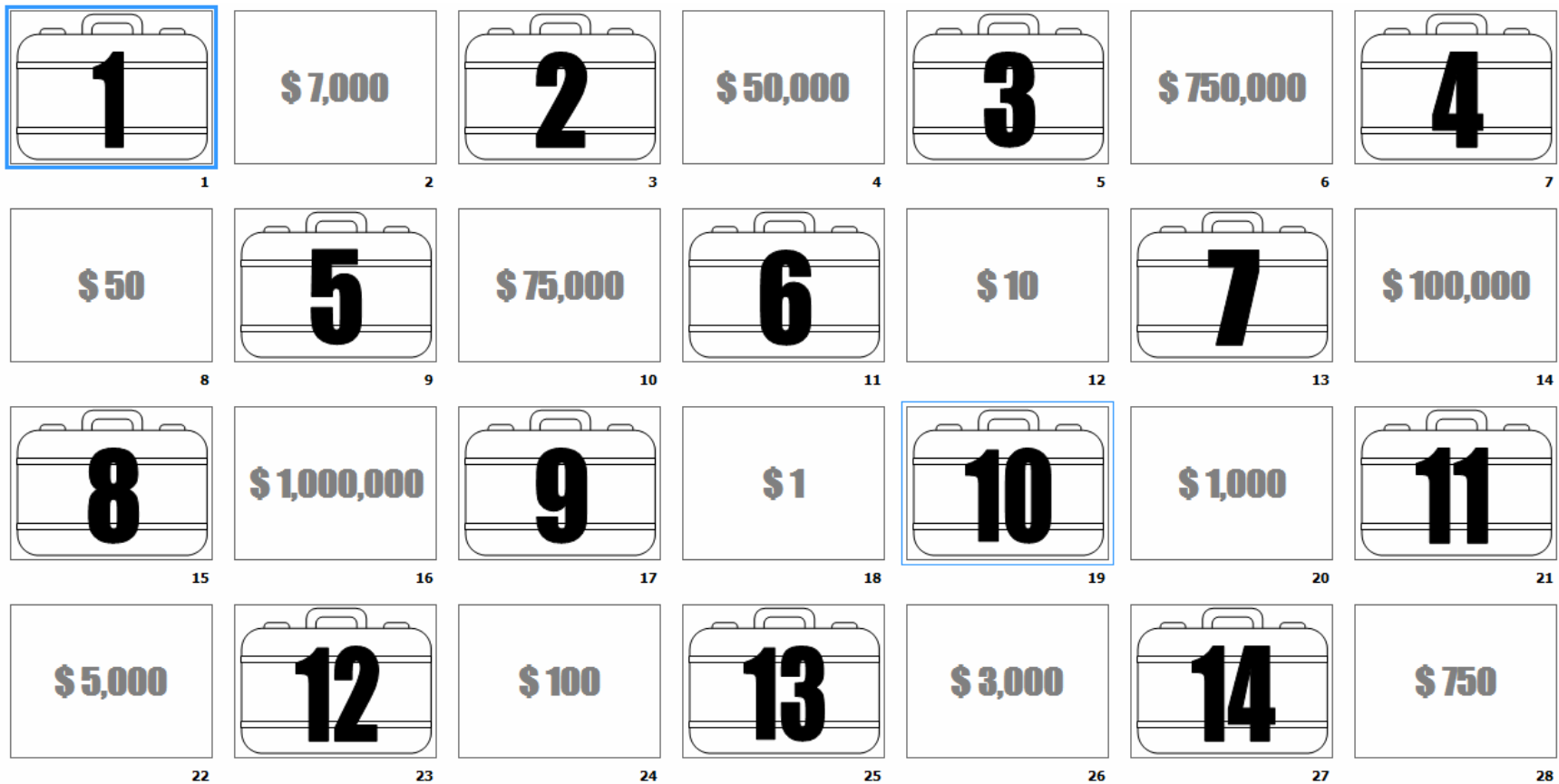
Who won the most MINUTE TO WIN IT games in game time #1? _____

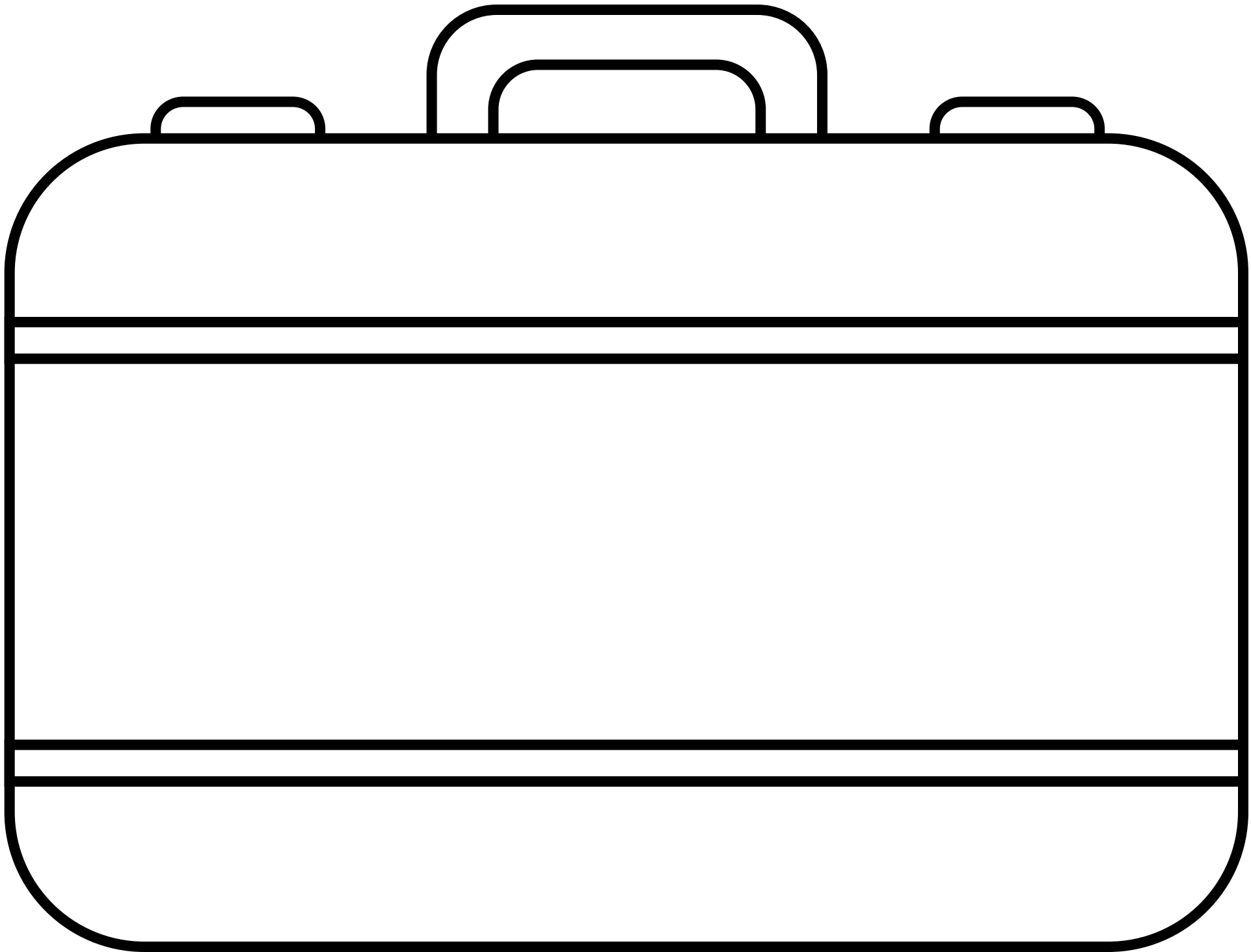
Who won the most MINUTE TO WIN IT games in game time #2? _____

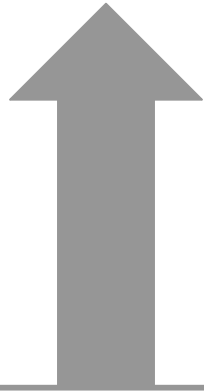
So which team won the most events above? _____

(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).



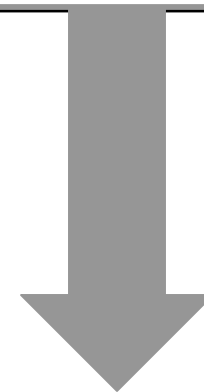
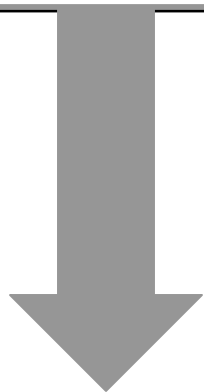




Print out the above pages as a packet for you as the commander.



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 5 answers are on the board...

Name a foreign language
that people speak...

1.

2.

3.

4.

5.



FAMILY FEUD

Out of 100 people not surveyed, the top 8 answers are on the board...

Name your favorite
board game...

1.

6.

2.

7.

3.

8.

4.

5.



THE PRICE IS RIGHT



How much do you think this item costs?

\$.



THE PRICE IS RIGHT

How much do you think this item costs?

\$.



