

FUN NIGHT IDEAS

Game Show Extravaganza Night (1st 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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1ST 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.) How does a Popsicle come?
 - A.) In a cone
 - B.) In a bun
 - C.) **On a stick**
 - D.) In a can
- 2.) What color shirt does Winnie the Pooh wear?
 - A.) Blue shirt
 - B.) **Red shirt**
 - C.) Yellow shirt
 - D.) Green shirt
- 3.) Which of the following groups made its victims "walk the plank"?
 - A.) **Pirates**
 - B.) Knights
 - C.) Gladiators
 - D.) Monks
- 4.) Which of the following sports does not normally have teams of eleven players on the field?
 - A.) Football
 - B.) Soccer
 - C.) **Baseball**
 - D.) Cricket

- 5.) Our Word of the night tonight is?
 - A.) Peace
 - B.) **Diligence**
 - C.) Alertness
 - D.) Meekness
- 6.) How many teeth does a mosquito have?
 - A.) 25 teeth
 - B.) 31 teeth
 - C.) 38 teeth
 - D.) **47 teeth**
- 7.) The horn of a rhinoceros is made up of what kind of material?
 - A.) Bone
 - B.) Ivory
 - C.) Cartilage
 - D.) **Hair**

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 topping people like on their pizza...

- Pepperoni – 42
- Italian Sausage – 19
- Ham – 14
- Mushrooms - 10
- Olives – 8
- Pinapple – 5
- Peppers - 2

Round 2: Name one instrument you would find in an orchestra...

- Violin – 38
- Flute - 26
- Clarinet - 17
- Trumpet - 12
- Tuba - 4
- Tympany – 3

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: \$99.99

ROUND 2 TOY:



COST: \$29.99

**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: Many Pennies – Have the kids line up by team on one end of the room. Place a sheet of paper flat on the floor at least 7-10 feet away from the front of the line. Place a small plate or bowl at the front of each line filled with pennies. The goal is for the children to roll, toss, flip, or throw their pennies and get them to land and stay on the piece of paper. They get to throw one penny at a time and then must go to the back of the line. Land more pennies on the paper than the other teams do and your team wins the challenge. (Set your clock timer for 1 minute for this game).

Game 2: Mellow Fellow – Give all but one of the children on each team a cup. On a long folding table at one end of the room spread some mini marshmallows out for each team in a pile. On the other end of the gym put a bowl for them to put their marshmallows in. Space the kids out between the table and bowl in a line so that there is about 5-10 feet between each one. The first child in the line starts at the table (without a cup). They hold two spoons and they grab one mini marshmallow. Then they run to the second person in line and “drop” it into child #2’s cup, who runs and without using their other hand pours the marshmallow into player #3’s cup. Player #3 does the same to player #4, on down the line it goes until the last player dumps it into the teams bowl at the other end of the room. In the meantime, child #1 can run back and pick up another marshmallow off the table with his spoons and run to player #2. Child #1 can only pick up one marshmallow at a time. If a marshmallow is dropped along the way, you need to leave it on the floor. Another option is to have each child in the line hold a spoon and try to transfer the marshmallow from spoon to spoon down the line. Transport the most marshmallows down the line and your team wins this challenge. (Set your clock timer for 2 minute for this game).

Game 3: On a Roll – Have the kids on each team stand in a circle facing outwards. Hand each group 1-2 rolls of toilet paper. When the timer starts, the child holding a roll of toilet paper will hold the end of a roll and hand the roll to the second child. The team’s job is to unwind the roll of toilet paper by unrolling and hand it around the circle. If the paper break along the way, the last child will re-grab the last sheet still attached to the roll and the will continue passing the roll. Keep passing the roll around the outside of the group until it is completely unwound. If there is time, start the second roll around the group. Unroll more TP than the other teams do and your team wins this challenge. (Set your clock timer for 1 minute for this game).

Game 4: Blown Away – Give all but one of the children on each team a straw. On a long folding table at one end of the room, place a stack of small Styrofoam or disposable cups. Space the kids out in a line down the room so that there is about 5-10 feet between each one. When the timer starts, the player closest to the table grabs one cup and sets it on the floor (...continued on the next page).



MINUTE TO WIN IT – *continued...*

(...continued from previous page) Then player #1 uses their straw to blow that cup and slide it on to where player #2 is. Player #2 takes over and blows the cup on to player #3 and so on down the line it goes until it reaches a line at the other end of the room. In the meantime, child #1 can run back and pick up another cup off the table and blow it to player #2. Child #1 can only pick up one cup at a time. (If your floor is carpeted, you might have them kids race one at a time to blow their cups down a long folding table and off the end instead). Blow the most cups down the line and your team wins this challenge. (Set your clock timer for 2 minute for this game).

Game 5: Shoe Fly – Have the children form lines by team on one end of the room. Have everyone take off one shoe and keep their foot loosely in it. One at a time, have the first person in line try to kick their foot launching their shoe down the room. The goal is for them to get the most shoes past a specific line in the room. You could also have them attempt to land their shoe in a circle or within a few feet from a cone or something similar. Land more shoes than any other team does and your team will win this challenge. (Set your clock timer for 1 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), 200 pennies or coins, 6 sheets of paper, 2 bags of minimarshmellows, sleeve of plastic cups, box of plastic spoons, 6-12 rolls of toilet paper, 3 bowls,.
- 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** – _____

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

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



CALCULATING 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? _____

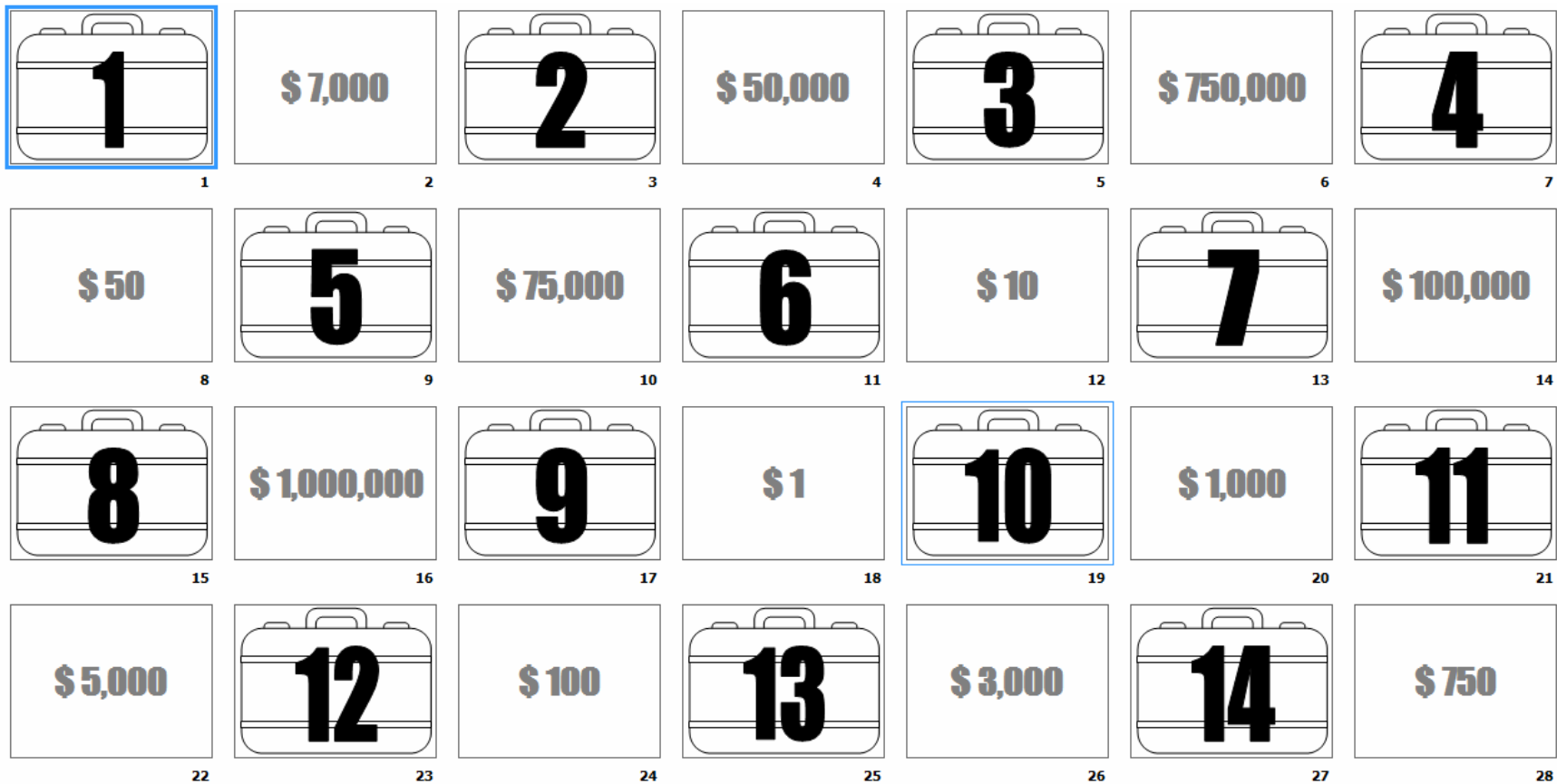
Who won the most MINUTE TO WIN IT games in game time #1? _____

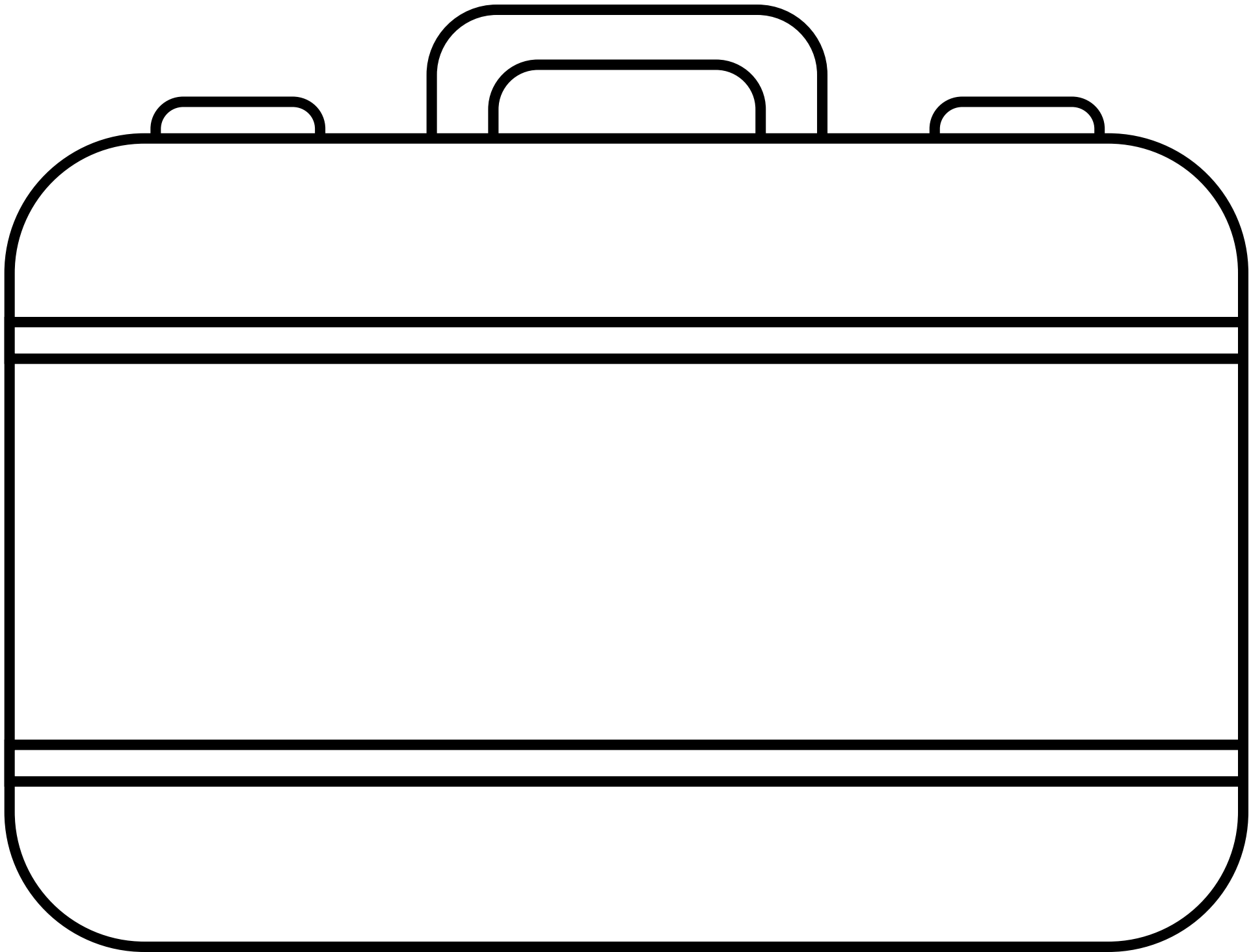
Who won the most MINUTE TO WIN IT games in game time #2? _____

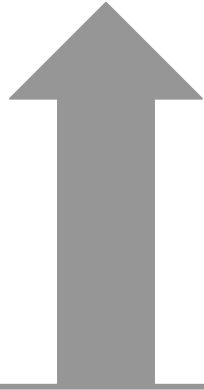
So which team won the most events above? _____

(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).



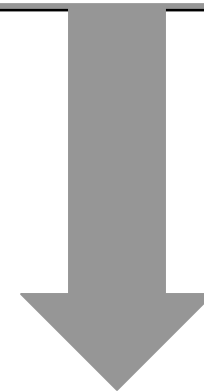
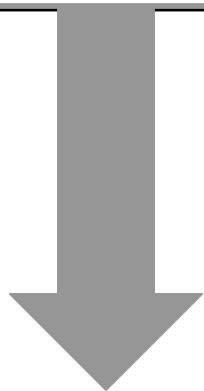




Print out the above pages as a packet for you as the commander.



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 7 answers are on the board...

Name a topping people like
on their pizza...

1.

6.

2.

7.

3.

4.

5.



FAMILY FEUD

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

Name one instrument you would
find in an orchestra...

1.

2.

3.

4.

5.

6.



THE PRICE IS RIGHT



How much do you think this item costs?

\$.



THE PRICE IS RIGHT

How much do you think this item costs?

\$.



