

FUN NIGHT IDEAS

Square One Night

Basic Overview:

This fun night is designed to get the kids to complete a bunch of checkpoints from their books. Each classroom will be given one or two game cards (depending on the number of kids in the classroom) with a total of either 36 or 72 squares on them at the beginning of book time (see the game cards below). To decide how many game cards to use, multiply the total number of kids in the classroom by three or four (i.e. 10 kids X 4 = 40, so you would want to use 2 game cards with 72 squares total).

It is important to have all the squares on the game cards filled in with someone's name so that each classroom has a winner. If you have several squares still unclaimed at the end of book time, go around the room and allow each child to pick another square to put their name in. You can do this as many times as is needed to fill up all the boxes on the game cards. Let's say you do this a couple of times and still have 4 squares open and have 10 kids in your class. In this case, you can allow the four kids who completed the most pages that night to pick one additional square, or you can draw names out of a hat, or you can choose four who listened to the lesson best and put their names in the final four squares.

At the end of the night or in opening time the following week, you can crumple the number cards included below into paper balls and allow one of the leaders to come up and pick two number cards and then give a prize to the child whose name is in that square (i.e. the leader chooses the number 2 and the number 4. The child whose name is in column 2 and row 4 on each game card would be the winner). Similarly, you could use two dice and have a leader roll the dice and select a winner from the numbers that come up on the dice.

Additional Ideas:

None

Reminder Flyer:

See the flyer and additional instructions on the next pages.

Remember, next week is ...



NIGHT

Come ready to get as many pages as you can signed off in your book. The more that you complete the better chance you have of picking out the winning square and wining a prize!



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NIGHT

Come ready to get as many pages as you can signed off in your book. The more that you complete the better chance you have of picking out the winning square and wining a prize!



SQUARE ONE NIGHT

For each page that the child completes in their book, allow them to choose one box below and have the leader write their name inside of it.

Grade:

1 2 3 4 5 6

1

--	--	--	--	--	--

2

--	--	--	--	--	--

3

--	--	--	--	--	--

4

--	--	--	--	--	--

5

--	--	--	--	--	--

6

--	--	--	--	--	--

GAME CARD

1

2





