

FUN NIGHT IDEAS

Game Show Extravaganza Night (2nd 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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2ND EDITION

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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.) Most people try to teach their parrots to repeat the phrase, "Polly want a" what?
A.) Waffle
B.) Cracker
C.) Sandwich
D.) Dollar
- 2.) What color shirt does Donald Duck usually wear?
A.) Red Shirt
B.) White Shirt
C.) Blue Shirt
D.) Orange shirt
- 3.) What kind of animal is the Dr. Seuss character named Horton?
A.) Cat
B.) Fish
C.) Elephant
D.) Walrus
- 4.) Which of these animals does not hatch from an egg like a chicken?
A.) Crocodiles
B.) Bats
C.) Platypuses
D.) Snakes

- 5.) Our Word of the night tonight is?
A.) Peace
B.) Diligence
C.) Alertness
D.) Meekness
- 6.) How many hours would it take you to read the whole Bible out loud to someone?
A.) About 56 hours
B.) About 64 hours
C.) About 71 hours
D.) About 83 hours
- 7.) Without a magnifying glass, how many N's can you see on the back of dollar bill?
A.) 9
B.) 13
C.) 17
D.) 22

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 an animal people like to see at the zoo (6 answers)...

- Giraffes – 35
- Elephants – 26
- Lions - 14
- Tigers - 10
- Monkeys/Apes - 8
- Hippos – 7

Round 2: Name a fruit that people like to eat (5 answers)...

- Apple – 38
- Banana - 26
- Grapes - 17
- Peach - 12
- Watermelon - 7

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: \$63.98

ROUND 2 TOY:



COST: \$349.99

**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: Tissue Grab – Have the kids on each team sit in a circle facing inwards. Hand each team 1-2 boxes of tissue. When the timer starts, their job is to pull one tissue out of the box and hand the box to the next player in the circle. That player will also pull out one tissue and hand the box to the next player. Around and around the circle the box goes until all of the tissues have been pulled out. Remove all the tissue first and your team wins the challenge. (Set your clock timer for 2-3 minutes for this game).

Game 2: Super Hooper – Have each team form a line about seven feet away from a trash can or box. Give the first person in line a tennis ball or rubber ball. When the timer starts, one at a time, the kids will shoot and try to score a basket. Have a leader by each trash can to retrieve shots and keep track of how many points have been scored by the team. After player #1 shoots, they will go to the back of the line and the leader will toss the ball to player #2 and they will take and shot. Keep rotating through players until the timer goes off. Score more points than the other teams and your team wins this challenge. (Set your clock timer for 2-3 minutes for this game).

Game 3: - Hockey Bowling – Divide each team into two groups (group A and group B). Have the two groups form lines facing each other with a row of Styrofoam cups between the two groups. The row of cups should have about six Styrofoam cups in it and the cups should be about 8 inches apart in a straight line. Give each team one hockey puck (you could also use a can of tuna instead, but hockey pucks might do less damage to your floors). When the timer starts, the first player in the line from group “A” will bowl the puck and try to knock down a cup, the first player in the line of group “B” will catch the bowled puck and will bowl it back again trying again to hit a cup. The second player in the line of group “A” will catch that bowled puck and again will bowl it back and the second player in the line of group “B” will catch it. Keep up this fashion until all 6 cups have been knocked over. Bowl down the most cups or bowl them down faster than any other team and your team wins this challenge. (Set your clock timer for 2 minutes for this game).

Game 4: Cotton Missles – 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 Q-tips. Give each child in the line a straw. The goal is for the children to load a Q-tip in one end of the straw and blow into the other end of the straw which will fire the Q-tip out of the end like a cannon. Their job is to try to land the Q-tip on the piece of paper. They get to shoot one Q-tip at a time and then must go to the back of the line. Land more Q-tips on the paper than the other teams do and your team wins the challenge. (Set your clock timer for 1 minute for this game).



MINUTE TO WIN IT – *continued...*

Game 5: Blown Away – On a long folding table at one end of the room, place a box of ping pong balls (look on Amazon.com or other sites where you can buy 100 ping pong balls for a reasonable price). 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 ping pong ball and sets it on the floor. Then player #1 bends down and blows the ball towards where player #2 is standing. Player #1 keeps blowing the ball until it reaches Player #2. Player #2 now takes over and blows the ball 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 ball off the table and blow it to player #2. Child #1 can only pick up one ball at a time. Blow the most ping pong balls down the line and your team wins this challenge. (Set your clock timer for 2 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), 6-12 boxes of tissue, 3-6 tennis balls or rubber balls, 3 trash cans or boxes, 3 hockey pucks, a sleeve of Styrofoam cups, a box of straws, a box of Q-tips (500 ct.), a box of ping pong balls (100 ct.).
- 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** – _____



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? _____

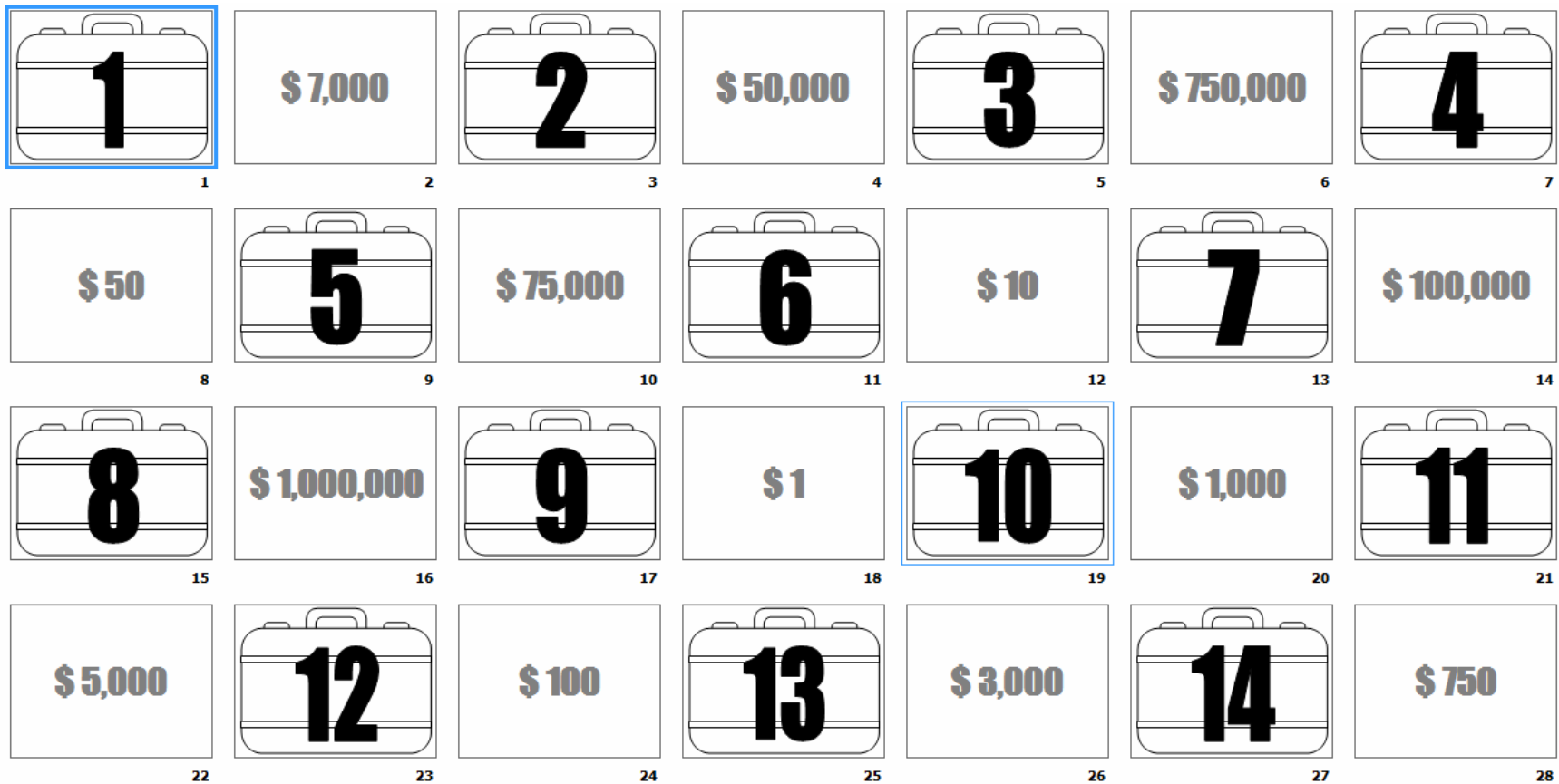
Who won the most MINUTE TO WIN IT games in game time #1? _____

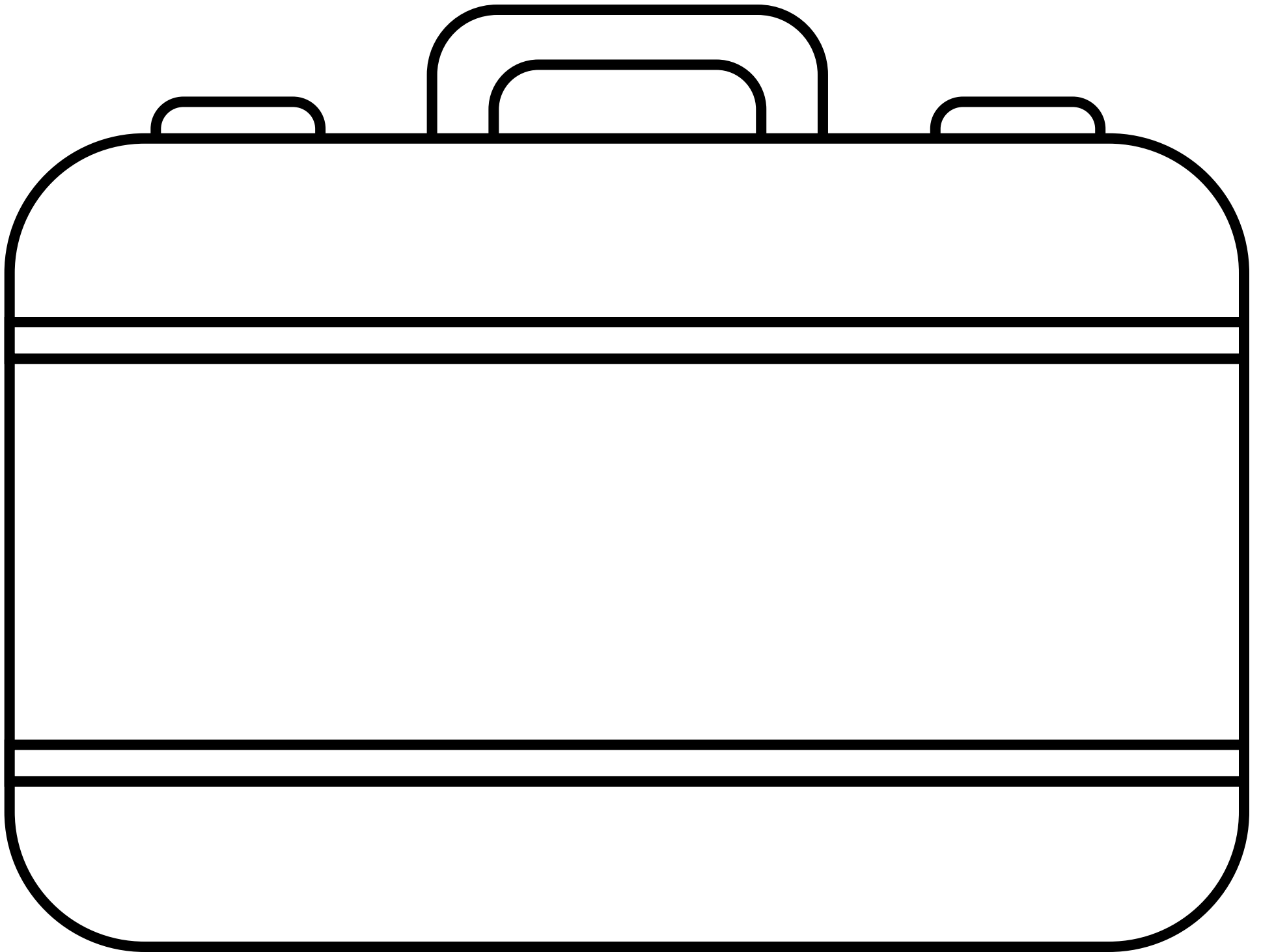
Who won the most MINUTE TO WIN IT games in game time #2? _____

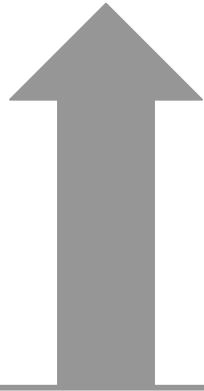
So which team won the most events above? _____

(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).



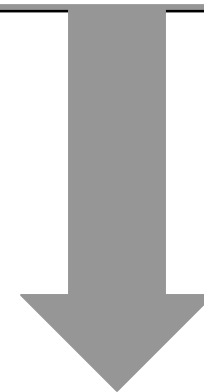
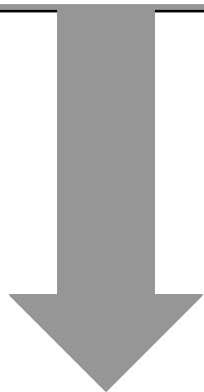




Print out the above pages as a packet for you as the commander.



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 7 answers are on the board...

Name an animal people like to
go and see at the zoo...

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 fruit that people
like to eat...

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?

\$.



