



30+ minutes

Let's-Do-It!

Wrap up with fun and games.

Let's-Do-It! is a collection of suggested party activities for all Trimble Tots titles. Select games or crafts that are appropriate for your party spaces and ages of children. Some games are adapted for more than one title. Some basic games are appropriate for all parties, such as Balloon & Bubblegum Relay. Let's-Do-It activity choices follow the Party Camp Combo (decorating cupcakes and Theater-In-The Town). Liberty Cake (silly strip and cake) is optional. (Click on individual book titles to find the link: Party Camp: Let's-Do-It! party activities.)

Feature book: *Jonah's Riddle*
Mini book: *Song of the Sea*



Note: Extra: Liberty Cake and Silly Strip. Bring an Angel Food cake (Buy or make ahead of time.) and toppings if you plan to have a cake and presents.

Items needed:

- Cowboy songs. *Song of the Sea*. (CD and lyrics)
- See individual Feature Book theme games and activities.

Activities:

- Activity sheet. Storyteller/Listener
- Craft. Headband.
- Games:
 - Air Balloons. (to *Song of the Sea*)
 - Pass the shell. (adapted from "hot potato")
 - Once upon a time...I went snorkeling. (adapted from *I'm packing a suitcase*)
 - Popeye.
 - Character games: *Song of the Sea*. Ruddyfuddy. (adapted from *Auto Parts*)

Choose Feature Book theme games and activities.

Game: Air Balloons (to Song of the Sea).

Objective: Keep the balloons floating in the air for the time it takes to sing or listen to Song of the Sea.

Needed:

- Balloons
- Cowboy's Songs. Song of the Sea. (CD and lyrics)

Rules: Form two circles and start the balloon going around from player to player, keeping the balloon in the air at all times. The circle that keeps its balloon up the longest wins. Repeat as long as there is interest.

Game: Pass the Shell. (adapted from Hot Potato)

Objective: This kids game is a lot like musical chairs but with a "hot potato" (paper plate).

Categories: Parties, Birthdays, Kids.

Players: 2 or more players.

Needed:

- CD player and CD with the Song of the Sea.
- A paper plate cut out with a shell image ("hot potato") that can be passed around the circle.

Rules:

1. Pass around the "hot potato" (paper plate).
2. Music: Play the Song of the Sea. (Party leader is the music player.)
3. Players sit in a circle. If you are using chairs, place chairs in a circle. Players sit down in the chairs. Pass around the "hot potato" plate from player to player while the music player, who shouldn't be looking at the group just to be fair, plays The Song of the Sea. When the music stops, the player who has the "hot potato" plate is out and sits in the center of the circle. The next round continues. The last player out wins. Music stops should be made frequently so the game moves quickly and players will not be out for a long period. Try to act like the "hot potato" plate is really, really hot!

Variation:

For younger children. Younger players like to collect theme images.

The player who has the "hot potato" when the music stops receives one of the fold notes from the sheet of theme words and images.

Games and activities, continued

Game: *Once upon a time...I went snorkeling.* (Adapted from *I'm Packing a Suitcase*)

Objective: Listen, remember, repeat, and add an item. The last player must repeat all the items and then gets the fun of adding an ending, such as "and we all lived happily ever after."

Rules: The first player says, "Once upon a time, I put on my mask, my snorkel, and my fins, and I want snorkeling and I saw....."(maybe a fish). The next player says, "Once upon a time I went snorkeling and I saw a fish and..... (maybe a turtle). Each player keeps going, adding an item while remembering all the others. (Other possible items: crab...shell...octopus... stingray...dolphin... starfish...snapper...coral, etc.) The last player to remember and repeat everything wins and has the fun of adding an ending such as, "and we all lived happily ever after." Note: If you forget an item, you are out of the game.

Game: POPEYE.

Objective: A game where you read a story and the players respond to the characters' names.

Categories: Birthdays.

Players: 6 or more players.

Story to read:

Once upon a time, there was a charming young lady named BETTY (pause for team response each time you mention Betty, Popeye, & Wolf) who was loved by a sailor called POPEYE. BETTY lived near a great forest in which there roamed a big WOLF. One day BETTY decided to visit her grandmother who lived in the heart of the forest where the WOLF lived, but BETTY would not let POPEYE accompany her. Soon the WOLF followed BETTY, and he crept closer and closer. But, secretly, behind him came POPEYE! Just as the WOLF was about to leap on BETTY, POPEYE bopped him with his trusty club and tied him up and saved BETTY's life. Thus the end of the story of POPEYE, BETTY BOOP and the Big Bad WOLF.

Rules: Divide into three teams of 2 or more players. Betty, Popeye & Wolf. When you mention "Betty", that team says: "Boop-Boop-De-Doo". When you mention "Popeye" that team says: "Well, blow me down". When you mention "Wolf" that team gives a Wolf Whistle". Read the story more than once so that players can take turns reading the story and so teams can take turns responding to Popeye, Betty, or the Wolf. Variation: Change the ending.

Games and activities, continued

Game: Song of the Sea. (adapted from Auto Parts)

Objective: A game where you race for your chair. Don't be last. This is a lot like musical chairs but players move to the elements of a story, not to music.

Needed:

- Story
- Chairs

Categories: Birthdays.

Players: 2 or more players.

Rules: Chairs are set up in a circle. Players sit in the chairs. Players are assigned names of characters who are in the story. A character's name can be assigned to more than one player. (Songbird, Prince of the Water Kingdom, Princess). The storyteller tells the story (or plays the story recording) using the game-characters. When the players hear their character names in the story, they get up and follow the storyteller around the outside circle of chairs. When the storyteller yells, "happily ever after" each player scrambles for a seat. The last player to be sitting in a chair is the winner.

Story to read:

1. Once upon a time, a songbird sang to a beautiful princess and then flitted off to the sea. The beautiful princess, lured by the song, followed the songbird to the sea and swam far into the deep where she met the Prince of the Water Kingdom who sang like a bird and soothed the princess with every word. (Yell, "Happily ever after!")

Prince:

2. Princess, princess, the waves above lap a lullaby and a song rolls below. Catch the call, high or low and hear the roll fast or slow. The rhythm of the sea rolls at your feet. The song rolls loud or soft 'n sweet.

Seashell: On the waves above, sparkles danced by the light of the moon, and in the Water Kingdom below, the Prince trilled his tune. The Prince of the Water Kingdom sang until the princess fell asleep in a coral cave. (Yell, "Happily ever after!")

3. The princess slept until sunlight danced on the sand of the cave where she awoke as a beautiful mermaid...and the beautiful mermaid-princess lived happily ever after in the Water Kingdom with the handsome prince. (Yell, "Happily ever after!")

Variation. Another story, courtesy of Party Game Central: (Characters: frog, prince, princess) There once was a frog named Ruddefuddy who wanted to be a prince and meet a beautiful princess. (Yell, "Happily ever after!") Ruddefuddy, the frog, had a tiny sword and wore a princely crown. He dreamed of a maiden wearing a princess crown. (Yell, "Happily ever after!") One day Ruddefuddy, the frog, imagining he was a prince, set off to find a princess in the land of Tipplebuckle. (Yell, "Happily ever after!") There, in Tipplebuckle, Ruddyfuddy, the frog discovered a castle that looked like it was just made for a prince, swam across the moat and hopped to the top of the tower where he found the princess doing situps. (Yell, "Happily ever after!") Still imagining he was a prince, Ruddyfuddy, the frog kissed the princess and in a puff of smoke the princess turned into a frog! (Yell, "Happily ever after!")

Games and activities, continued

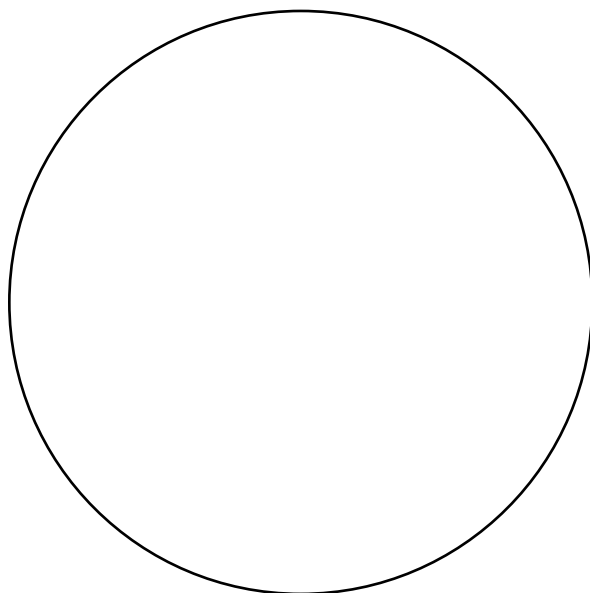
Activity: Storyteller and Listener.

Be a story teller and a listener! Then choose which one you like better.

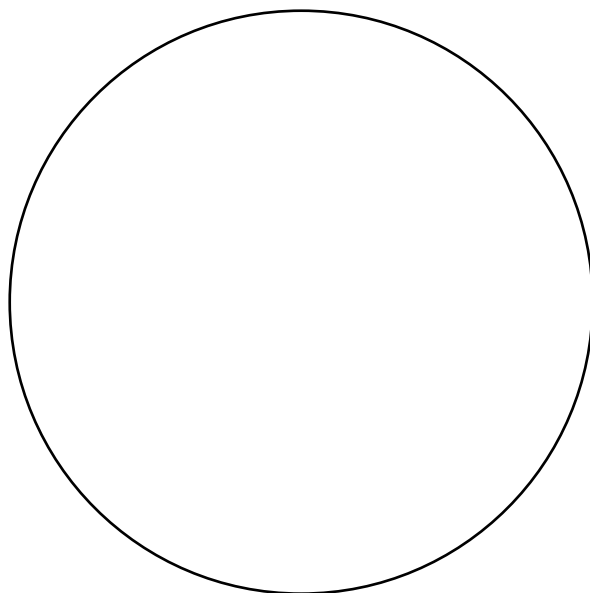


Papa and Paloma

DRAW and **COLOR** your picture in the circles below.



Me, as the Listener



Me, as the Storyteller

CHECK one or both boxes below!

I like being the listener

I like being the storyteller

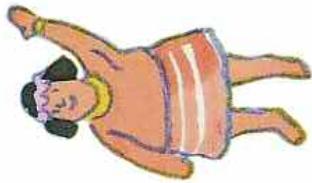
Theme words. Cut and fold.
Use in the game: Pass the
shell. Variation.



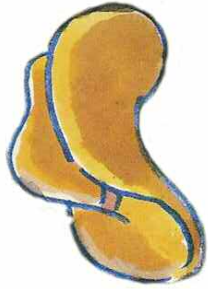
mermaid



shell



Jonah



cowboy hat



spurs

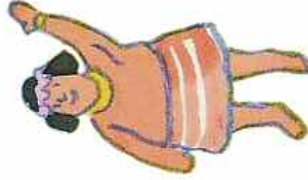


palm tree

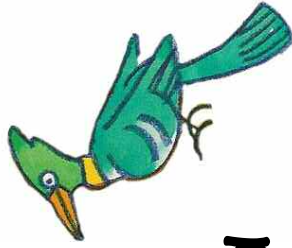


Calliope

(horse)



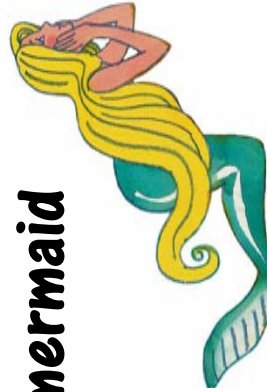
Jonah



bird



palm tree



mermaid



shell

stars

Theme words. Cut and fold.
Use in the game: I went
snorkeling.

crab

shell

octopus

snapper

coral

dolphin

stingray

starfish

turtle

sunken treasure

seaweed

angelfish

conch

sand dollar

sunfish



Pattern: Paper plate shell pendant.



Pattern: Cut and tape onto a paper plate.
Use for the game: "hot potato".



Pattern: Headband and Johah's Riddle cut out

