



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: *A Name For Kitty*



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

Items needed:

- Kitty's Song (CD and lyrics)
- See individual Feature Book theme games and activities.

Activities:

- Kitty's Song (CD and lyrics)
- Activity: Drawing and Naming kitty.
- Craft: Paper plate project. Nametag pendant. Headband.
- Games:
 - Name Game (Introductions)
 - Air Balloons (to Kitty's Song)
 - Balloon Relay. Balloon Pop/Catch up.
 - Tape-the-name-on-the-nametag.
 - Pass the nametag.
 - Poor Kitty. Kitty Race.

Choose Feature Book theme games and activities.

Game: The Name Game. (Introductions)

Objective: This game is designed as a fun way to learn names of children in the group.

Categories: Groups. Birthdays. Kids.

Players: 2 or more players.

Needed:

- Six four-inch foam balls. (or balloons)

Rules: Form a circle. Give a ball to one player. Ask that player to say his/her name, then pass the ball to the player on his left. The ball is passed around the circle with each player saying his own name as he receives the ball. Stop the balls after once or twice around the circle. Tell players that the game changes a bit now. The player with the ball will need to know two other names at this point.

The player will call the name of a person in the circle and tell that person where to throw the ball. For example, Betty might say, "Bob, toss the ball to Vickie." Betty would toss the ball to Bob who might say, "Vickie, toss the ball to Chrissy." Play continues in this way for a few minutes. When it sounds as if players are learning each other's names, stop the ball and call on volunteers to repeat the names of every person in the group.

Variation: If it is a large group, divide into 2 teams. After going through the ball toss a few times, move half of the players in each team. Ask players, in their new team, to repeat the same procedure. After a few minutes, stop and see who can repeat the names of everyone in the group. Reorganize the teams as many times as there is interest. By this time everyone should know the names of at least half of the players. The team that can remember the most names wins.

Game: Balloon Relay.

Needed:

- Balloons.
- Folded notes.
- An open space with a non-slip floor.

Rules: Blow up the balloons, with a folded note inside. Notes say Sammy or theme words. More than one folded note should say Sammy. (See sheet of theme words.) Set the kids in lines of two or three teams. Place a balloon at the finish line for each team. When you say, "Go!" a player

will kitty-walk to the finish line and pop the balloon, grab the folded piece of paper, unfold it, and read it. Once the player has read the note, he/she may run back to the beginning of the line, touch the next player's hand, and it continues until the first team finishes. (As each player is running back to the beginning of the line, place another blown up balloon, with a folded note inside, at the finish.) The team with the most notes that say Sammy, wins.

Games and activities, continued

Game: Air Balloons. (to Kitty's Song)

Objective: Keep the balloons floating in the air for the time it takes to sing or listen to Kitty's Song.

Variation: Keep the balloons floating in the air while saying words from a chosen category.

Suggestion: Cat names. (See sheet of theme words)..

Needed:

- Balloons. Kitty's Song. (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: Naming Kitty.

Objective: You can use your imagination if you don't have a kitty yet, and imagine the name you would choose. Think about how you happened to choose that name.

Rules: Blow up the balloons, with a folded note inside. (Notes say Sammy or theme words: names for cats on pattern sheet or make up your own. More than one folded note should say, Sammy.) Set the kids in lines of two or three teams. Place a balloon at the finish line for each team. When you say, "Go!" a player will crawl to

the finish line and pop the balloon, grab the folded piece of paper, unfold it, and read it. Once the player has read the note, he/she may run back to the beginning of the line, touch the next player's hand, and it continues until the first team finishes. (As each player is running back to the beginning of the line, place another blown up balloon, with a folded note inside, at the finish.) The team with the most notes that say, Sammy, wins.

Game: Tape-The-Name-on-The-Name-tag. (adapted from Pin the Tail on the Donkey)

Objective: A game where you attempt to tape the Kitty's name on the paper plate or mini poster.

Categories: Birthdays.

Players: 2 or more players.

Needed:

- A blindfold. (Younger children may close their eyes.)
- A paper plate or mini poster with a Kitty name tag.
- A name cut out. (Draw and cut out a name to tape on the name tag plate or mini poster.)
- Tape.

Rules: Tape a paper plate or mini poster with a Kitty name tag to a spot within easy reach of the children. (Suggestion: The birthday child's plate may be chosen for the game plate.) Blindfold players as each takes a turn to play. Spin the player around three times and point him/her in the direction of the paper plate or mini poster with the Kitty name tag. The player moves toward the plate or mini poster and feels around and tries to tape the name cut out on the paper plate or mini poster. The player who gets closest to where the name should be, wins.

Games and activities, continued

Game: Balloon Pop/Balloon Catch-up. (adapted from Hot Potato and Lions & Tigers)

Objective: Pass two balloons around the circle as fast as you can starting at opposite sides of the circle. The fun is in trying to get one balloon to catch up with the other, pop the balloon, and get the winning note.

Needed:

- Balloons.
- Folded notes. (Note: The folded pieces of paper say Sammy or theme words: names of cats on pattern sheet or make up your own. More than one folded note should say, Sammy.)

Rules: Place notes inside un-inflated balloons. Blow up the balloons with the folded piece of paper inside each one. Players sit down in chairs that have been put in a circle, and two players on opposite sides of the circle are given a balloon to hold. On a signal, both players pass their balloons to the right as quickly as they can. When one balloon catches up with the other balloon, two players, sitting next to each other, will be holding a balloon. The player who holds the catch-up (trailing) balloon, pops the balloon to find the note folded inside. The winning notes in this game say, Sammy. Continue with two more balloons starting at opposite sides. Take turns being starters. When everyone has popped a balloon to find a note, the game is over.

Craft: Paper Plate Project: Paper Plate Name Tag.

Needed:

- paper plates
- crayons or markers
- hole punch
- non-fraying cord

Directions:

1. Using a paper plate, make a super-sized paper plate name tag pendant. Use the paper plate as the main "face" of the name tag. Draw and color a name tag on a pattern to paste onto the paper plate face or draw directly on the plate using crayons or colored markers. In your design, include the name you would choose for kitty or your own name. Punch a hole in the plate to thread non fraying cord.

Note: Pre make a "hot potato" plate for the game. (see pattern)

2. Use the paper plate name tags and the "hot potato" plate for the game: Pass-the-nametag.
3. These name tag necklaces are fun to wear and take home.

Games and activities, continued

Game: Pass-the-name Tag. (adapted from Hot Potato)

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

Categories: Groups. Birthdays. Kids.

Players: 2 or more players.

Needed:

- CD player and CD with Kitty's Song
- Paper plate name tags and a "hot potato" (paper plate with a kitty name tag with no name or a doggie name tag with the name, Duffy) that can be passed around the circle

Rules:

1. Use all the players' paper plate name tags and the "hot potato" plate to pass around.
2. Play Kitty's Song for the music. (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. The paper plates are passed from player to player while the music player, who shouldn't be looking at the group just to be fair, plays Kitty's Song. When the music stops, the player who has the "hot potato" plate is out. (The player that is out exchanges the "hot potato" plate for the paper plate name tag held by the player to his/her left and hands that paper plate to the game leader.) 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!
Note: Return the paper plate name tag pendants to the players to wear and take home.

Variation: Use just the "hot potato" plate if there isn't time to make paper plate name tags. (Call Kitty hot potato plate game, Name that kitty! Call doggie hot potato plate game, Big Dog Duffy!)

Play Kitty's Song for the music. (Party leader is the music player.)

The paper plate (hot potato) is passed from player to player while the music player, who

shouldn't be looking at the group just to be fair, plays Kitty's Song. 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: Pass-the-name-tag/catch-up. (Game adapted from Hot Potato and Lions&Tigers) Use two hot potato plates, Kitty name tag (can use Sammy) and doggie Duffy name tag.

Objective: Pass two paper plates around the circle as fast as you can starting at opposite sides of the circle. The fun is in trying to get the Kitty name tag to catch the doggie name tag or vice versa.

Needed:

- Two paper plates, one with a Kitty name tag and one with a Duffy name tag.

Rules: Players sit down in chairs that have been put in a circle, and two players on opposite sides of the circle are given a plate ("hot potato") to hold. On a signal, both players pass their plates to the right as quickly as they can. When the Kitty plate and the doggie plate catch up with each other, two players, sitting next to each other, will be holding a plate. The player who holds the catch-up (trailing) plate, Kitty or Doggie, wins. Continue with two new starters at opposite ends passing the plates. Take turns being starters. When everyone has had a turn as a starter or gets the catch-up plate, the game is over.

Games and activities, continued

Game: Poor Kitty.

Objective: Blindfolded players try to identify other players who are the "kitty" by recognizing their voices.

Categories: Groups. Birthdays. Kids.

Players: 6 or more players.

Needed:

- A blindfold. Or younger children can close their eyes.

Rules: Arrange the group in a circle with a blindfolded player in the center. Then have the players move around the circle very quietly. The blindfolded player should approach the circle in any direction and catch a player who, in a disguised voice, says "poor kitty" and then imitates the "meow" of a cat. If the blindfolded player fails to identify the meow-er, he releases him/her and the game continues. If he succeeds, the two change places. Play as long as there is interest.

Game Kitty Race. (adapted from Pig Race)

Objective: Be the first Kitty or the first team to make it to the finish line.

Needed:

- Colored paper squares and race track markers. (pencils, string, etc.)
- Patterns: paper squares and Kitty name tag cut outs.
- CD of Kitty's Song

Music: Play Kitty's Song as background music to this game.

Rules: You will need a different color sheet of construction paper for each player or each team of players. Out of each sheet cut 9 small squares and 1 large Kitty name tag. Mark off an 8 step race track using pencils, napkins, etc. Divide into even teams. Line the players up shoulder to shoulder behind the first step. Each team has a different colored Kitty name tag. Shuffle your colored squares and drop them in a bag. Draw them out of a bag, one at a time. (OR have a volunteer draw them.) The first player on each team takes a step when the color square matching his/her Kitty name tag is drawn. When a player on the team makes it to the finish line, the next player on the team is up. The first team whose players complete all 8 steps wins.

Activity: Drawing and Naming Kitty

Needed: Activity Sheet or cards.

Write your kitty's name on a card or the Kitty Activity Sheet (or have someone write it for you) and then hold up the card. Everyone gets a minute. Have the party helper count and report how many different names there are on the cards.

Kitty (see Kitty Activity flyer)

Variation: Divide into teams of 2 or more. Call a letter. Write down all the kitty names you can think of that start with that letter. The team with the most names wins. Continue with another letter. Play as long as there is interest.

Kitty can have any name, but shadow's not his name.

Review: A Name for Kitty portrays a beloved experience of childhood as Malinda Martha takes a kitten home and finds him a name that fits.

Draw and **Color** a picture of your kitty or a kitty you know and love, or even a kitty you would like to know. Draw a costume or kitty, if you wish, that fits its name. Then, complete the sentences below, telling about the name you chose for Kitty.



My Kitty

My kitty's name  _____

I chose this name because _____

I think this name is the perfect fit for my kitty.

Pattern: folded notes
Balloon Relay
Balloon Pop



Kitty



Fieldcat



Sammy



Sam



Climber



Sammy



Gentlecat



Catastrophe



Sophisticat



Cosmo



Blackbeard



Sammy



Shadow



Cybercat



Catnap

Attach name tag cut outs to headbands for Game: Kitty Race.

You will need matching color tags cut outs and color squares for each player or each team of players.



Use in game: Tape-the-name-on-the-nametag.



Pattern: Paper plate pattern: Name tags. Pendant.
Games: Tape-the-name-on-the-nametag. Pass the nametag. (hot potato)



Pattern: Headband.

