

Component:	Opening
Grade Level:	K-6
Activity Title:	Balloon Soccer
Focus:	Opening Routine

#### Materials:

1 latex Balloon per Class, blown up

2 small or medium size hula hoops per class

Music (youth appropriate)

# **Opening**

#### State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

# **Suggested Routine:**

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

# **Opening Activity**

#### **Directions:**

- 1. Announce to the group that each class will be competing against itself. Divide each class in half and have them sit on opposite sides of the table, in the form of an X.
- 2. Goals are at the end of the table or the end of the last students.
- 3. Students will try to tap the balloon in the opponent's goal. If a student's bottom leaves the seat, 10 points are awarded to the other team. If they make a goal, its 200 points.

Encourage all youth to participate in the opening activity in some way.

#### Closing

#### Review

Program Leader should ask students to describe the opening activity.

#### **Debrief**

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

# Reflection (Confirm, Tweak, Aha!)



Component:	Opening
Grade Level:	K-6
Activity Title:	Blast a Ball
Focus:	Opening Routine

#### Materials:

20 white ping pong balls

4 orange ping pong balls

1 large metal pizza tray

Music (youth appropriate)

# **Opening**

#### State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

# **Suggested Routine:**

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

# Set Up

Place all ping pong balls on the metal pizza tray.

# **Opening Activity**

# **Directions:**

- 1. Announce to the group that today's contest will be Blast a Ball and that they will pick one student from each class to represent them.
- 2. Explain that each student will be competing to see who can make all the white ping pong balls fall off the pizza tray by blowing them off while keeping the orange balls on the tray.
- 3. Each student will get two minutes.
- 4. The student who keeps the most orange balls and the least white balls on the tray, wins!
- 5. Audience should cheer and applaud the teams.

Encourage all youth to participate in opening activities in some way.

#### Closing

#### Review

Program Leader should ask students to describe the opening activity.



# Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

# Reflection (Confirm, Tweak, Aha!)



Component:	Opening
Grade Level:	K-6
Activity Title:	Chopstick Relay
Focus:	Opening Routine

#### Materials:

1 pair of chopsticks per class

30 buttons per Class

2 bowls per class

Music (youth appropriate)

# **Opening**

# State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

# **Suggested Routine:**

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

# **Opening Activity**

#### **Directions:**

- 1. One student from each class can volunteer to compete in the Chop Stick Relay.
- 2. Students will put their skills to the test by using chop sticks to transfer buttons from one bowl to the other.
- 3. Whomever has the most buttons transferred when time is up they win. If they are able to complete the task before the time runs out, they automatically win.
- 4. Audience is to cheer on students.

Encourage all youth to participate in opening activity in some way.

#### Closing

#### Review

Program Leader should ask students to describe the opening activity.

#### **Debrief**

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

# Reflection (Confirm, Tweak, Aha!)



Component:	Opening
Grade Level:	K-5
Activity Title:	Fear Factor: Keep Them Clean
Focus:	Opening Routine

#### Materials:

Goggles for each team Whipped Cream Squirt Bottle for each team

# **Opening**

## State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

# **Suggested Routine:**

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

Opening Activity	
Directions:	Encourage all youth to
You will need 2 players from each team.	participate in the opening
<ol><li>You will need a spray bottle for each team filled with water, goggles for one member of each team, and whipped cream.</li></ol>	activities.
Team members stand approximately 6-8 feet apart.	
4. The player with the goggles gets whipped cream on his/her nose.	
<ol><li>The other player squirts water at his/her partner until the whipped cream is removed.</li></ol>	
6. First team finished, wins.	

#### Closing

#### Review

Program Leader should ask students to describe the opening activity.



# **Debrief**

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

# Reflection (Confirm, Tweak, Aha!)



Component:	Opening
Grade Level:	K-6
Activity Title:	Boogie Oogie Partners
Focus:	Opening Routine

#### Materials:

Music (youth appropriate)

# **Opening**

#### State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

# Suggested Routine:

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

# **Opening Activity**

#### **Directions:**

- 1. Announce to the group that today's contest will be Boogie Oogie Partners and that they will pick a Fab 5 team to represent them
- 2. The Fab 5 teams will be competing to see who can be the last pair to find a partner.
- 3. When the music begins, student will mingle around. When the music stops, they will need to find a partner. Start off with odd numbers of participants.

Encourage all youth to participate in the opening activities in some way.

#### Closing

#### Review

Program Leader should ask students to describe the opening activity.

#### Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

# Reflection (Confirm, Tweak, Aha!)



Component:	Opening
Grade Level:	K-5
Activity Title:	Fear Factor: Life Saver Pass
Focus:	Opening Routine

Materials:	
Lifesavers	
Coffee Stirrers	

# **Opening**

#### State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

#### **Suggested Routine:**

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

# **Opening Activity**

#### **Directions:**

- 1. Each homework group sends 4 people to play the game.
- 2. Each team needs 1 lifesaver and a plastic coffee stirrer for each player.
- 3. When you say "GO", the team passes the lifesaver between them using only the coffee stirrer, held between their teeth, no hands.
- 4. **Note:** Explain relay prior to team so they select people they are okay being close to.

Encourage all youth to participate in the opening activities.



# Closing

# Review

Program Leader should ask students to describe the opening activity.

# **Debrief**

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

# Reflection (Confirm, Tweak, Aha!)



Component:	Opening
Grade Level:	K-6
Activity Title:	Flip, Flip, Shoot
Focus:	Opening Routine

#### **Materials:**

10 Red Cups

2 Ping Pong Balls

Music (youth appropriate)

# **Opening**

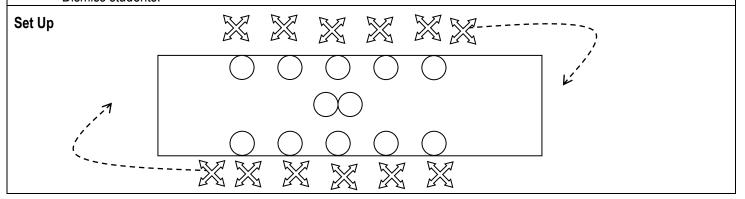
## State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

# **Suggested Routine:**

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.





# **Opening Activity**

#### **Directions:**

- 1. Announce to the group that today's contest will be Filp, Flip, Shoot and that they will pick a Fab 6 team to represent them
- 2. Explain that each Fab 6 team will be competing against another team. Make it fair by matching them up based on grade level.
- 3. Each person must flip over their cup using their index finger. Have students on the left start first. When the person to the left flips over their cup, the person to the right can start to flip over theirs until it reaches the last person. Once the last person flips over their cup, they must shot it into the cup(s) in the center of the table.
- 4. Students get 5 attempts of flipping over their cup before they can choose to pass. This will allow a struggling student to feel as though they are not holding up their team.
- 5. Audience should cheer and applaud the teams.
- 6. Fab 6s all get to leave early

Encourage all youth to participate in the opening activity in some way.

#### Closing

# Review

Program Leader should ask students to describe the opening activity.

#### **Debrief**

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

# Reflection (Confirm, Tweak, Aha!)



Component:	Opening
Grade Level:	K-6
Activity Title:	Gallop Races
Focus:	Opening Routine

#### Materials:

4 cones

Music (youth appropriate)

# **Opening**

#### State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

# **Suggested Routine:**

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

# **Opening Activity**

#### **Directions:**

- 1. Announce to the group that each class will be competing against their program leaders. Choice one student from the class to compete.
- 2. Student and tutor will races from one side of the cafeteria/multi-purpose room. The must gallop from the front of the room to the back of the room and back.
- 3. Students get a 5 second head start.
- 4. Audience is the cheer on their class representative.

\*Activity → Teachable Moment(s) throughout For younger students give

them a 8 second head start.

#### Closing

#### Review

Program Leader should ask students to describe the opening activity.

# Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

#### Reflection (Confirm. Tweak. Aha!)



Component:	Opening
Grade Level:	K-6
Activity Title:	The Honey Comb
Focus:	Opening Routine

#### Materials:

8 red cups

8 ping pong balls

Timer or clock

Music (youth appropriate)

#### **Opening**

#### State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

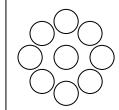
In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

# **Suggested Routine:**

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

#### Set Up





All the rims of the cups should be touching.

# **Opening Activity**

#### **Directions:**

- 1. Announce to the group that today's contest will be The Honey Comb and that they will pick a Fab 5 team to represent them.
- 2. Explain that each Fab 5 team will be competing to see who can make all the ping pong balls into each of the cups.
- 3. Each Fab 5 team will get one minute to take turns shooting a ping pong ball with the goal of making a ping pong ball in each one of the cups on the table.
- 4. Each cup is worth 10 points.
- 5. Audience should cheer and applaud the teams.
- 6. Fab 5s all get to leave early.

Encourage all youth to participate in the opening in some way.



# Closing

Review

Program Leader should ask students to describe the opening activity.

Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

Reflection (Confirm, Tweak, Aha!)



Component:	Opening
Grade Level:	K-5
Activity Title:	Keep It Up
Focus:	Opening Routine

#### Materials:

Music (youth appropriate)

1 latex balloon per class

# **Opening**

# State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

# **Suggested Routine:**

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

# **Opening Activity**

#### **Directions:**

- 1. Announce to the group that today's contest will be Keep It Up which is played with the entire class.
- Each class with be given a blown up balloon. They goal is to not let the balloon drop on the floor. The class that can keep up the balloon during all of opening wins point for their class team.

# \*Activity → Teachable Moment(s) throughout

\* This activity can be done with any light materials such as feathers.

#### Closing

#### Review

Program Leader should ask students to describe the opening activity.

#### Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

#### Reflection (Confirm, Tweak, Aha!)



Component:	Opening
Grade Level:	K-5
Activity Title:	Learn Phrases Nice To Meet You Finnish
Focus:	Opening Routine

## Materials:

Microphone

Music (youth appropriate)

# Opening

#### State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

# **Suggested Routine:**

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students

	Distribution state its.	
	Opening Activity	
2.	Announce to the group that they learn how to say a phrase in another language.  Today students will be learning how to say "Nice to meet you." in Finnish.  Hauska tavata is pronounced (HOWS-kah TAH-vah-tah).	Encourage all youth to participate in opening activity in some way.
4.	Select volunteers to say the phrase into the microphone.	

# Closing Review Program Leader should ask students to describe the opening activity. **Debrief** This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening

today?" "What suggestions do you have to make Opening even better?

#### Reflection (Confirm, Tweak, Aha!)



Component:	Opening
Grade Level:	K-5
Activity Title:	Learn Phrases: Nice to meet you. German
Focus:	Opening Routine

# **Materials:**

Microphone

Music (youth appropriate)

# **Opening**

#### State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

# **Suggested Routine:**

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

	Distrilos stadents.	
	Opening Activity	
2.	Announce to the group that they learn how to say a phrase in another language.  Today students will be learning how to say "Thank you." in German.	Encourage all youth to participate in the opening activity in some way.
	Danke is pronounced dahn-kuh (accent on first syllable). Select volunteers to say the phrase into the microphone.	acavity in come may.

# Closing Review Program Leader should ask students to describe the opening activity. Debrief This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening

today?" "What suggestions do you have to make Opening even better?

Reflection (Confirm, Tweak, Aha!)



Component:	Opening
Grade Level:	K-6
Activity Title:	Mummified
Focus:	Opening Routine

#### Materials:

Music (youth appropriate)

Toilet Paper Roll per Class (1-ply)

# **Opening**

#### State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

# **Suggested Routine:**

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

# **Opening Activity**

#### **Directions:**

- 1. Announce to the group that today's contest will be Mummified and that they will pick a Fab 3 team to represent them.
- 2. The Fab 3 teams will be competing to see who can wrap toilet paper around the "mummy, the Program Leader. The "mummy" with the most covered area by toilet paper, wins.

Encourage all youth to participate in opening activity in same way.

# Closing

#### Review

Program Leader should ask students to describe the opening activity.

#### Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

## Reflection (Confirm, Tweak, Aha!)



Component:	Opening
Grade Level:	K-6
Activity Title:	Shake 'em Out
Focus:	Opening Routine

Materials:

Empty Tissue Box Yarn

1 Pair of Scissors 10 Ping Pong Balls

Music (youth appropriate)

# **Opening**

#### State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

## **Suggested Routine:**

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

#### Set Up

Have students blow up the balloons to a medium size. That way it is a little tougher to pop the balloon. Tie both ends of the yard to the knot on the balloon and around the students' ankle.

#### **Opening Activity**

#### **Directions:**

- 1. Announce to the group that today's contest will be Balloon Stomp Challenge and that they will pick 1 student from each class to represent them.
- 2. Explain that all students will be competing to see which representative from each class can shake out the most ping pong balls out of the tissue box tied around their waist.
- 3. Each representative has 30 seconds to shake out as many ping pong balls as they can.
- The team with the most balls out, wins.
- 5. Audience should cheer and applaud the teams.

Encourage youth to build relationships during opening.

# Closing

#### Review

Program Leader should ask students to describe the opening activity.

#### **Debrief**

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

# Reflection (Confirm, Tweak, Aha!)



Component:	Opening
Grade Level:	K-6
Activity Title:	Shoot It Long
Focus:	Opening Routine

#### Materials:

10 Red Cups

6 Ping Pong Balls

Music (youth appropriate)

# **Opening**

#### State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

# **Suggested Routine:**

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

# Set Up





# **Opening Activity**

# **Directions:**

- 1. Announce to the group that today's contest will be Shot it Long and that they will pick a Fab 5 team to represent them
- 2. Explain that each Fab 5 team will be competing to see who can get the most points by making the ping pong ball in the cups.
- 3. Points are awarded based on the point value of the cup. Each person on each team will have 3 shots. Can up and under hand or over hand throw.
- 4. Audience should cheer and applaud the teams.
- 5. Fab 5s all get to leave early

\*Activity → Teachable
Moment(s) throughout
Modify this activity per grade
level by moving the

# Closing

#### **Review**

Program Leader should ask students to describe the opening activity.



# Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

# Reflection (Confirm, Tweak, Aha!)



Component:	Opening
Grade Level:	K-6
Activity Title:	Squirt Ball
Focus:	Opening Routine

#### Materials:

- 1 ping bong ball per class
- 1 2 liter soda bottle (1/4 full of sand or water for a heavy bottom) per class
- 1 mini water gun per class

Bucket of water (at least a gallon)

Music (youth appropriate)

#### **Opening**

#### State the objective

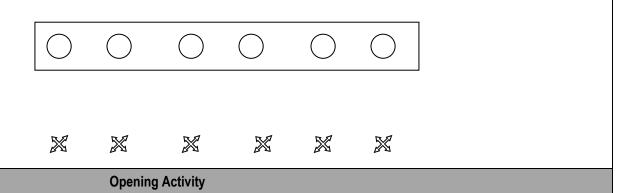
The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

#### **Suggested Routine:**

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

#### Set Up





#### Directions:

- 1. Announce to the group that today's contest will be Squirt Ball and that they will pick a Fab 4 team to represent them
- 2. Explain that each Fab 4 team will be competing against one another to see who can squirt their balls (4) off the top of the soda bottle.
- 3. Each team will relay one person at a time to knock of their ball. The team that is able to squirt off at 4 balls, wins.
- 4. Audience should cheer and applaud the teams.
- 5. Fab 4s all get to leave early.

# \*Activity → Teachable Moment(s) throughout

Use a trash bag for each station to minimize water from getting on the floor.

For younger grades, move them closer to the soda bottle.

Make sure that you test the squirt guns out to see how far they will reach to set up your start location.

Keep extra water handy so you can refill the squirt guns.

# Closing

#### **Review**

Program Leader should ask students to describe the opening activity.

#### Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

# Reflection (Confirm, Tweak, Aha!)



Component:	Opening
Grade Level:	K-6
Activity Title:	Static Manic
Focus:	Opening Routine

#### Materials:

Bag of small water balloons (enough to give each class 40 balloons)

Music (youth appropriate)

## **Opening**

#### State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

# **Suggested Routine:**

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

# **Opening Activity**

#### **Directions:**

- 1. Announce to the group that today's contest will be Static Manic and that they will pick a Fab 3 team to represent them.
- 2. Explain that each Fab 3 team will be competing against one another to see which team can statically attach balloons to their Program Leader.
- 3. The Fab 3 will have a certain amount of time to cover their program leader. Use music to signal the start and stop of the time limit. The team with the most balloon attached to their tutor wins.
- 4. Audience should cheer and applaud the teams.
- 5. Fab 3s all get to leave early.

Encourage all youth to participate in opening in some way.

# Closing

#### Review

Program Leader should ask students to describe the opening activity.

#### **Debrief**

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

# Reflection (Confirm, Tweak, Aha!)



Component:	Opening
Grade Level:	K-5
Activity Title:	Table Art: Best Food
Focus:	Opening Routine

#### Materials:

Butcher paper the length of the table (12' - 20')

**Pencils** 

Crayolas, marking pens, and/or colored pencils

# **Opening**

#### State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

#### **Suggested Routine:**

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

# **Opening Activity**

## **Directions:**

- 1. This is an activity for everyone on the team.
- 2. Place the butcher paper on the table between the team members.
- 3. Ask the team to select a partner to work with.
- 4. In their section of the butcher paper, the pair should decide how to illustrate their choice for Best Food, and using pencils, crayolas, colored pencils, and/or markers, the pair draws the illustration.
- 5. Teams share the poster with the other teams.

Encourage all youth to participate in the opening activities.



# Closing

# Review

Program Leader should ask students to describe the opening activity.

# **Debrief**

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

# Reflection (Confirm, Tweak, Aha!)



Component:	Opening
Grade Level:	K-5
Activity Title:	Table Art: Best Toy
Focus:	Opening Routine

#### Materials:

Butcher paper the length of the table (12' - 20')

**Pencils** 

Crayolas, marking pens, and/or colored pencils

# **Opening**

#### State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

#### **Suggested Routine:**

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

# Opening Activity

#### **Directions:**

- 1. This is an activity for everyone on the team.
- 2. Place the butcher paper on the table between the team members.
- 3. Ask the team to select a partner to work with.
- 4. In their section of the butcher paper, the pair should decide how to illustrate their choice for Best Toy, and using pencils, crayolas, colored pencils, and/or markers, the pair draws the illustration.
- 5. Teams share the poster with the other teams.

Encourage all youth to participate in the opening activities.



# Closing

# Review

Program Leader should ask students to describe the opening activity.

# **Debrief**

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

# Reflection (Confirm, Tweak, Aha!)



Component:	Opening
Grade Level:	K-5
Activity Title:	Table Art: Viking Warriors
Focus:	Opening Routine

Materials:	
Poster paper	
Pencils	
Color markers	

#### **Opening**

# State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

# **Suggested Routine:**

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

# **Opening Activity**

#### **Directions:**

- 1. Tell students that Viking warriors had to depend on each other to survive while at sea.
- 2. Their task today is to construct a drawing of the ship.
- 3. Do not provide instructions for accomplishing this.
- 4. Tell them that they must work together to decide how to create the ship.
- 5. Remind them that EVERYONE in the large group must contribute and that they must remember to work together like warriors.

Encourage all youth to participate in the opening activities.



#### Review

Program Leader should ask students to describe the opening activity.

# Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

# Reflection (Confirm, Tweak, Aha!)



Component:	Opening
Grade Level:	K-6
Activity Title:	Trash Monster
Focus:	Opening Routine

#### Materials:

2 - 40 gal black bags per class Scissors (youth size)

Music (youth appropriate)

# **Opening**

# State the objective

The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

# **Suggested Routine:**

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

# **Opening Activity**

#### **Directions:**

- 1. Announce to the group that today's contest will be Trash Monster and that they will pick a Fab 3 team to represent them
- 2. Explain that each Fab 3 team will be competing against to see which team can make the silliest, coolest, scariest monster by dressing up their program leaders with the black bags.
- The Fab 3 will have a certain amount of time to cover their program leader. Use music to signal the start and stop of the time limit. The team with the coolest monster wins.
- 4. Audience should cheer and applaud the teams.
- 5. Fab 3s all get to leave early.

Encourage youth to participate in opening activities in some way.



# Closing

# Review

Program Leader should ask students to describe the opening activity.

# Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

# Reflection (Confirm, Tweak, Aha!)



Component:	Opening
Grade Level:	K-6
Activity Title:	Ultra World Pong Shot
Focus:	Opening Routine

Materials:		
1 Red Cups	Music (youth appropriate)	
6 Ping Pong Balls	Timer or Clock	

# **Opening**

#### State the objective

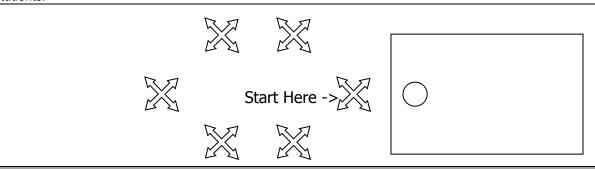
The purpose of opening is to demonstrate that the after-school program is the place to be. It is time for youth to check in, get a snack, build relationships, and participate in an engaging activity.

In the beginning, you will establish a routine for opening. As you move forward, students will have more and more input and how opening looks and feels, and will actually begin to plan the activities and team builders. The lesson plan below will be the activity to do with students.

# **Suggested Routine:**

- WELCOME students to the after-school program.
- Greet them by name (use name tags if you need to do so).
- During the opening, interact with the students. Ask them about their school day, what they like to do, comment on haircuts, new clothes, and anything else you can think of. Really listen to the responses.
- Take roll call during this time. Welcome each student by name as they respond.
- Make any necessary announcements at this time.
- If it is someone's birthday, acknowledge the birthday.
- After several days, give praises to students during this time for specific things they did the day before.
- Conduct the team building activity below.
- Dismiss students.

## Set Up



#### **Opening Activity**

#### **Directions:**

- 1. Announce to the group that today's contest will be Ultra World Pong Shot and that they will pick one student from each class to represent them
- 2. Explain that each student will be competing to see who can make all the ping pong balls into the red cup from six different locations.
- 3. Each student will get two minutes to take turns shooting a ping pong ball with the goal of making a ping pong ball in the cup.
- 4. Each location is worth 10 points. See how many points they can get in two minutes.
- 5. Audience should cheer and applaud the teams.

# \*Activity >> Teachable Moment(s) throughout

To make it easier from younger grades, move the locations closer to the cup. To make it more challenging for older grades, move the locations further away.



# Closing

Review

Program Leader should ask students to describe the opening activity.

# Debrief

This debrief should happen with the Program or Group Leader. Debrief should focus on "What did you like about opening today?" "What suggestions do you have to make Opening even better?

# Reflection (Confirm, Tweak, Aha!)