



**A Day At Hogwarts  
Kit for Fun Friday, Elementary Program**

## **Elementary Program Activity**

### **A Day At Hogwarts—K-5<sup>th</sup>**

The purpose of this Saturday activity is to have students participate in activities that could be found at Hogwarts. Students across age groups will be divided into four Houses: Gryffindor, Slytherin, Ravenclaw, and Hufflepuff. Each of the Houses will compete for points and at the end of the day, medals will be awarded to the students in the House that places 1<sup>st</sup>, 2<sup>nd</sup>, or 3<sup>rd</sup>. Let the Hogwarts Day BEGIN!

#### **Materials needed:**

- Name Tags
- House Score Card
- Paint Brushes
- Paper plates
- Plastic spoons and knives
- Small bowls
- “Golden” baseball cap
- Marking Pens
- Poster Board
- 2 Heating Pads
- Ingredients for food, lemons for disappearing ink
- Microwave
- Certificates
- Medals
- Snack
- Sign-in and Sign-out Sheet

#### **Definitions**

**Program:** All students who attend your program

**House:** Groups of students clustered together across all age groups into one of four Houses, Gryffindor, Slytherin, Ravenclaw, and Hufflepuff

## Preparation

Review the lesson plan by yourself and with your Program Leaders. Be certain that **ALL** supplies are there. Remember that if the item is on a Supply List, you will need to purchase it.

Organize all materials by PL for each pick-up

## Set-up

Divide the students into Houses—try to have equal numbers of each grade level in each House. You should divide the students at a ratio of 1:20.

Have students sign-in with the PL they are assigned to

See to it that all program leaders have their supplies (including pencils, paper, rulers, etc.

## Scheduled Activities

	<b>Gryffindor</b>	<b>Slytherin</b>	<b>Hufflepuff</b>	<b>Ravenclaw</b>
30 minutes	House Crest	House Crest	House Crest	House Crest
30 minutes	Spells and Charms	Potions	“Quidditch”	Magical Food
30 minutes	Magical Food	Spells and Charms	Potions	“Quidditch”
30 minutes	“Quidditch”	Magical Food	Spells and Charms	Potions
30 minutes	Potions	“Quidditch”	Magical Food	Spells and Charms
30 minutes	House Awards			

## House Crest

To be true to character, the PLs leading each of the groups should take on the character that is assigned as the head of the house. Following is a table to indicate some information about the House.

	<b>Gryffindor</b>	<b>Ravenclaw</b>	<b>Hufflepuff</b>	<b>Slitherin</b>
<b>Head</b>	McGonagall	Flitwick	Sprout	Snape
<b>Ghost</b>	Nearly Headless Nick	Grey Lady	Fat Friar	Bloody Baron

<b>Animal</b>	Lion	Eagle	Badger	Serpent
<b>Colors</b>	Red/Gold	Blue/Bronze	Yellow/Black	Green/Silver

- To make the House Crest, you will need 6 pieces of white poster board, marking pens (the colors of your House as well as black and grey). Design needs to be in the shape of a Crest.
- Divide the House into teams of 4-5 students and ask each group to design a House Crest. At a minimum, the Crest must include the name of the House, the animal, and the colors.
- All members of the team need to contribute—coloring, designing, etc.
- At the end of 25 minutes, have students share the Crest that they have designed. Ask students to vote for the one that they like the best. In the event of a tie, you will break the tie.
- All Crests will be displayed by students in the Awards Ceremony.

Your House gets 5 points for each Crest that is completed.

The next four activities are rotated, only for your convenience in getting supplies and materials for the Magical Food Group. If you can work this out in another way, by all means do that if it makes sense.

**Hogwart’s Magical Foods** (Choose one or more of the following recipes. Either all groups can make the same recipe (which is fine) or you may want to use a variety of recipes. Each Group will receive 5 points for making and cleaning up the Magical Foods.

### **Fruit Smore**s

- Graham crackers—4 for each student
- Peanut Butter
- Marshmallow Crème
- Fruit slices (berries, banana, apple, pineapple)
- Plastic knife
- Paper plate

### **Directions:**

1. Spread peanut butter on 1 cracker, spread Marshmallow Crème on the other
2. Place fruit slices on the peanut butter
3. Place the cracker with Marshmallow Crème on top of the fruit
4. Repeat for the second smore
5. Eat and enjoy!

### **Fruit Kabobs**

- You will need orange juice, variety of fresh fruit—berries, bananas, pears, apples, oranges, grapes, etc.; and powdered sugar

- Each student will also need a plastic knife, a skewer, and a plate. (If you are nervous about the skewer, have students create the Fruit Kabobs by ordering the fruit on the plate, without the skewer).

Directions:

1. Students should cut the fruit they want into bite size pieces
2. Each piece of fruit should be dipped in the orange juice and then rolled in the powdered sugar before being placed on the plate or on the skewer.
3. Eat and enjoy!

### **Peanut Butter Balls**

You will need

- ½ c. peanut butter
- ½ c. crushed Corn Flakes or Rice Krispies
- Powdered Sugar
- Paper Plate and small individual bowl
- Plastic spoons

Directions:

- Mix peanut butter and crushed cereal together in the small bowl (each child will make his/her own)
- Form small orbs from the mixture
- Immediately roll into the powdered sugar.
- Eat and enjoy!

### **Chex Muddy Buddies**

You will need access to a microwave oven to do this. If you do not have this access, and you have a space for a microwave, let us know if you need one and we will order a small one for you. You will need to make several batches for 25 students.

- 9 c. Chex cereal
- 1 package chocolate chips
- ½ c. peanut butter
- ¼ c. margarine
- 1 tsp. vanilla
- 1 ½ c powdered sugar
- Large bowls
- Plastic bags (sandwich size, 1 for each child)

**Directions:**

1. In the microwave, melt chocolate chips, peanut butter and margarine for 1 minute. Take out and stir and zap for 30 more minutes.
2. Add vanilla
3. Pour over the cereal, stirring until all of it is coated with chocolate
4. Scoop 4 large spoonfuls of powdered sugar into enough sandwich bags to have 1 for each student
5. Scoop the chocolate covered cereal into the sandwich bag filled with powdered sugar, students shake to coat
6. Eat and enjoy!

**Potions (5 points per team for making the ink appear and disappear)**

Secret spy messages or hidden pirate treasure may come to mind when you think of disappearing ink. The message is written on a scrap piece of paper, then disappears, only to reappear once more in the hands of someone who knows the secret of the ink. You can make disappearing ink from common lemon juice. While it is an activity for all ages, children are especially thrilled to see their messages magically reappear, though it is simple science that makes it work.

1. Divide students into groups of 4
2. Have students talk about what the secret message is that they want to write (4-6 words long)
3. Each group should have a piece of paper, a small bowl of lemon juice, and a small paint brush
4. Students should write the message in pencil on a sample sheet of paper
5. Students should then transfer the message to the paper with lemon juice
6. Students should “fan the paper” until the lemon juice dries completely
7. When it is completely dry (you may have to do this at the end of another activity), warm a heating pad on high and place the paper underneath it for one to three minutes.
8. Remove the paper. Your message will now be visible. The message reappears because the heat from the heating pad causes the carbon in the lemon juice to scorch.

**Spells and Charms (Points based on number of students standing)**

Command	Spell
Tarantallegra	Forces the opponent to dance
Riddikulus	Forces opponent to make funny faces that make you laugh
Sonorous	Talk in an outdoor voice
Quietus	Talk softly
Finite Incantatiem	Stops all current spells

1. Teach the spells to the entire group of students
2. Practice several times through, changing up the order that the commands are said, reinforcing the students understanding of the command
3. When your group is ready, call the Site Coordinator
4. Site Coordinator will call out spells in a "Simon Says" format, saying the command, and sometimes saying the spell. Only when the command is said are students to respond.
5. Site Coordinator will play for 4 minutes. (PL should keep the time). The number of students standing at the end of 4 minutes will be the number of points the House receives

### **Muggle Quidditch (Points outlined below)**

1. Divide students into teams of 4
2. On each team there will be 2 Keepers, 1 Seeker, and 1 Snitch. The Snitch should wear the "gold" baseball hat.
3. The 2 Keepers and the Snitch are to join hands, the Seeker is standing outside
4. When you say "GO!" the Seeker tries to tag the Snitch, and the Keepers try to protect the Snitch from the Seeker
5. Each round last for 1 ½ minutes
6. Call time
7. Count the number of Snitches that were tagged in round 1
8. Have students switch positions
9. Play round 2 in the same way
10. Count the number of Snitches that were not tagged in round 2
11. Have students switch positions
12. Play round 3 in the same way
13. Count the number of Snitches that were no tagged in round 3
14. Have students switch positions (last time)
15. Play round 4 in the same way
16. Count the number of Snitches that were tagged in round 4
17. Total scores is recorded by adding the correct numbers for each round



**For more information, contact**

**Consult 4 Kids at**

[www.consultfourkids.com](http://www.consultfourkids.com)