

## Overview

This program will bring beloved fairytales back to life in new and exciting ways! Our epic crafts and activities will blend old and new into something even better.


**Approx. Time: 1:30 hr.**

PHASES	ACTIVITY	INSTRUCTIONS	MATERIALS
Intro 10 Mins	Name Tags & Coloring/ Activity Sheet	<ol style="list-style-type: none"> <li>1.Create name tags.</li> <li>2.Set up coloring pages, activity pages, markers etc.</li> </ol>	Sticky Name tags & coloring/ activity sheets, markers/ crayons
Craft 20 Mins	 Big Bag Wolf Mask	<ol style="list-style-type: none"> <li>1. Write names on back of plates</li> <li>2. Color white paper plates</li> <li>3. Cut out nose, teeth &amp; ears</li> <li>4. Glue all pieces together</li> </ol>	<ul style="list-style-type: none"> <li>- white paper plates</li> <li>- brown construction paper</li> <li>- black construction paper</li> <li>- White construction paper</li> <li>- Glue sticks</li> <li>- Scissors</li> </ul>
Story 10 Mins		Throughout story time, coordinators will ask questions about the book to get an understanding of the children's perspective on the book, and to see what they found the most interesting.	Book
Activity 15 Mins	Tortoise and the Hare Sack Race (In/Outdoor)	<ol style="list-style-type: none"> <li>1. Set up the race track</li> <li>2. Divide kids into two groups</li> <li>3. Place kids along the track and give the starting racer a sack (garbage bag)</li> </ol>	<ul style="list-style-type: none"> <li>- Garbage Bags</li> <li>- Track markers (foam dots from COVID box or pylons)</li> </ul>
Story 10 Mins		See Above	Book
Activity 15 Mins	Duckling and the Ugly Duckling	<ol style="list-style-type: none"> <li>1. Place 2 different colored hula hoops on opposite sides of the playing area</li> <li>2. Begin playing music and have the kids dance</li> <li>3. When the music stops call out a color and the kids run to that spot</li> </ol>	<ul style="list-style-type: none"> <li>- Hula Hoops</li> <li>- Music</li> <li>- Speaker</li> </ul>
Conclusi on 10 Mins	Clean Up	<ol style="list-style-type: none"> <li>1. Gather Kids and have them collect crafts</li> <li>2. Do Head Count</li> <li>3. Hand out evaluation forms</li> </ol>	- Evaluation Forms

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Craft 20 Mins	 <p>Magical Paper Cup Fairy House</p>	<ol style="list-style-type: none"> <li>1. Draw on the door and the windows color the cup</li> <li>2. Cut out Circles from the construction paper for the roof.</li> <li>3. Cut the felt to cover the paper and glue together, trim the edge</li> <li>4. Cut the white dots add glue them on</li> <li>5. Glue the felt roof on the cup</li> </ol>	<ul style="list-style-type: none"> <li>- Paper Cups</li> <li>- Markers</li> <li>- Pencil Crayons</li> <li>- Scissors</li> <li>- Glue</li> <li>- Red and White Felt</li> <li>- Sharpie</li> <li>- Construction Paper</li> </ul>
Story 10 Mins		Throughout story time, coordinators will ask questions about the book to get an understanding of the children's perspective on the book, and to see what they found the most interesting.	Book
Activity 15 Mins	Rumpelstiltskin & Disney Guess Who (In/Outdoor)	<ol style="list-style-type: none"> <li>1. Have the kids sit in front (if big group split into two groups)</li> <li>2. Read the questions</li> <li>3. Give each kid a character and tape it to their back</li> <li>4. Have kids ask questions to figure out who they are</li> </ol>	<ul style="list-style-type: none"> <li>- Fairytale figure quiz cards</li> <li>- Guess Who tags</li> <li>- Tape</li> <li>- Prize for Quiz</li> </ul>
Story 10 Mins		See Above	Book
Activity 15 Mins	Four Corner Game (In/Outdoor)	<ol style="list-style-type: none"> <li>1. Pick one/ two kids to be the taggers</li> <li>2. Have the rest of the kids split between four corners and give them each a fairytale name</li> <li>3. Call two corners and have them race across to the other corner and try not to get tagged</li> <li>4. If tagged they join the taggers</li> <li>5. Play until one runner is left</li> </ol>	- Pylons
Conclusi on 10 Mins	Clean Up	<ol style="list-style-type: none"> <li>1. Gather Kids and have them collect crafts</li> <li>2. Do Head Count</li> <li>3. Hand out evaluation forms</li> </ol>	- Evaluation Forms

# Rumpelstiltskin Quiz Cards

What's the name of the girl that has black hair, white skin and red lips?

Snow White

What's the name of the two kids that have lost their way in a forest?

Hansel and Gretel

Who is the girl that lost her shoe after a party?

Cinderella

What's the name of the girl who sleeps for 100 years?

Sleeping Beauty

What's the name of the girl who visits her ill grandmother?

Red Riding Hood

Who pretended to be a man so she could fight in a war?

Mulan

Run run run as fast as you can, you can't catch me I'm the?

Gingerbread Man

What's the name of the girl who is held prisoner in a tower?

Rapunzel

# Rumpelstiltskin Quiz Cards

What is the name of the girl who has ice shooting out of her hands?

Elsa

Who is the young adventurer who saves the heart of Te Fiti'?

Moana

Who is the only one in her family without powers?

Mirabel

Who is the feisty 16 year old princess, who's strength saves her kingdom?

Merida

Who has to kiss a frog to find true love?

Tianna

Who is the boy from Neverland?

Peter Pan

Who is the princess trapped in magic castle, with a hairy beast?

Belle

Who gives up her voices to find true love?

Ariel

**ALADDIN**

**BLACK PANTHER**

**BEAST**

**BUZZ LIGHTYEAR**

**BELLE**

**CAPTAIN AMERICA**

**BRUNO**

**CAPTAIN MARVEL**

**DUMBO**

**DARTH VADER**

**ELSA**

**DONALD DUCK**

**GASTON**

**MICKEY MOUSE**

**LUCA**

**MIKE WAZOWSKI**

**MIRABEL**

**CINDERELLA**

**LIGHTENING MCQUEEN**

**ANNA**

**AURORA**

**BB-8**

**BO PEEP**

**DONKEY**

**DORY**

**JESSIE**

**LILO**

**MIGUEL**

**NEMO**

**OLAF**

**PETER PAN**

**R2-D2**

**RAPUNZEL**

**SNOW WHITE**

**SIMBA**

**THOR**

**TIANA**

**WALL-E**

**YODA**

**DASH**

**TARZAN**

**REMY**

**SHREK**

**STICH**

**SULLY**

**JACK JACK**

**MUFASA**

**MULAN**

**RAYA**

**SVEN**

**TOOTHLESS**

**WOODY**

**HERCULES**

**GOOFY**

**PLUTO**

**MARY POPPINS**

**MERIDA**

**MOANA**

**MINNIE MOUSE**

**MR. INCREDIBLE**

**IRON MAN**


**SPIDER MAN**

**TINKER BELL**

## Overview

This program will bring to life exciting mythical monsters! Our epic crafts, activities, and stories will highlight some of the most ferocious beasts!

**Approx. Time: 1:30 hr.**


PHASES	ACTIVITY	INSTRUCTIONS	MATERIALS
Intro 10 Mins	Name Tags & Coloring/ Activity Sheet	<ol style="list-style-type: none"> <li>1.Create name tags.</li> <li>2.Set up coloring pages, activity pages, markers etc.</li> </ol>	Sticky Name tags & coloring/ activity sheets, markers/ crayons
Craft 20 Mins	Clothes Pin Monsters 	<ol style="list-style-type: none"> <li>1. Color Clothes pins</li> <li>2.Wrap Yarn around 3-4 fingers about 10 times slide it off your fingers and tie a separate piece of yarn around it in a double knot</li> <li>3.Cut the looped ends of the yarn to make a thin pom pom</li> <li>4.Apply White glue to the inside top of the clothes peg and stick the bundle of yarn in</li> <li>5.Cut a pipe cleaner in half and stick it through the spring and twist to make hands</li> <li>6.Glue 1-2 googly eyes on to the clothes pin</li> </ol>	<ul style="list-style-type: none"> <li>- Wooden Clothes Pin</li> <li>- Markers</li> <li>- Yarn</li> <li>- White Glue</li> <li>- Scissors</li> <li>- Googly Eyes</li> <li>- Pipe Cleaner</li> </ul>
Story 10 Mins		Throughout story time, coordinators will ask questions about the book to get an understanding of the children's perspective on the book, and to see what they found the most interesting.	Book
Activity 15 Mins	Yeti, Dragon, Ogre	<ol style="list-style-type: none"> <li>1.Split kids in to 2 teams</li> <li>2.Teams will decide if they are going to be a Yeti, Dragon or Cow and line up in the middle</li> <li>3.Countdown from 3 and teams reveal</li> <li>4.Winners will chase the other team trying to catch them while they race to the other side</li> <li>5.Play until one team only has one player</li> </ol>	<ul style="list-style-type: none"> <li>- Pylons</li> <li>- Rope</li> </ul>
Story 10 Mins		See Above	Book
Activity 15 Mins	Monster Bingo	<ol style="list-style-type: none"> <li>1.Give each kid a bingo card</li> <li>2.Draw cards until someone has a Bingo</li> </ol>	<ul style="list-style-type: none"> <li>- Bingo Cards</li> <li>- Pens/ markers</li> </ul>
Conclusion 10 Mins	Clean Up	<ol style="list-style-type: none"> <li>1.Gather Kids and have them collect crafts</li> <li>2.Do Head Count</li> <li>3.Hand out evaluation forms</li> </ol>	- Evaluation Forms



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PHASES	ACTIVITY	INSTRUCTIONS	MATERIALS
Intro 10 Mins	Name Tags & Coloring/ Activity Sheet	<ol style="list-style-type: none"> <li>1. Create name tags.</li> <li>2. Set up coloring pages, activity pages, markers etc.</li> </ol>	Sticky Name tags & coloring/ activity sheets, markers/ crayons
Craft 20 Mins	 Monster Haircut	<ol style="list-style-type: none"> <li>1. Let each participant choose a monster</li> <li>2. Color Monsters</li> <li>3. Glue down construction paper</li> <li>4. Cut paper into long strips</li> <li>5. Let kids give the monster a haircut</li> </ol>	<ul style="list-style-type: none"> <li>- Construction Paper</li> <li>- Markers</li> <li>- Glue Sticks</li> <li>- Scissors</li> <li>- Monster Templates</li> </ul>
Story 10 Mins		Throughout story time, coordinators will ask questions about the book to get an understanding of the children's perspective on the book, and to see what they found the most interesting.	Book
Activity 15 Mins	Monster Relay Race	<ol style="list-style-type: none"> <li>1. Split kids into 2 teams</li> <li>2. Give each player a spoon and each team an eyeball</li> <li>3. Kids race from one end of the room and back and transfer the eyeball to their teammate</li> <li>4. Keep playing until everyone has gone</li> </ol>	<ul style="list-style-type: none"> <li>- Pylons</li> <li>- Rope</li> <li>- spoons</li> <li>- Eyeball (Ping pong ball)</li> </ul>
Story 10 Mins		See Above	Book
Activity 15 Mins	Yeti, Dragon, Ogre	<ol style="list-style-type: none"> <li>1. Split kids in to 2 teams</li> <li>2. Teams will decide if they are going to be a Yeti, Dragon or Cow and line up in the middle</li> <li>3. Countdown from 3 and teams reveal</li> <li>4. Winners will chase the other team trying to catch them while they race to the other side</li> <li>5. Play until one team only has one player</li> <li>6.</li> </ol>	- pylons
Conclusion 10 Mins	Clean Up	<ol style="list-style-type: none"> <li>1. Gather Kids and have them collect crafts</li> <li>2. Do Head Count</li> <li>3. Hand out evaluation forms</li> </ol>	- Evaluation Forms

## Overview

This program will bring swashbuckling pirate pandemonium to your library! Our epic crafts, activities, and stories will bring kids to the high seas to experience life as a pirate.

**Approx. Time: 1:30 hr.**

### PHASES

### ACTIVITY

### INSTRUCTIONS

### MATERIALS

PHASES	ACTIVITY	INSTRUCTIONS	MATERIALS
Intro 10 Mins	Name Tags & Coloring/ Activity Sheet	<ol style="list-style-type: none"> <li>1.Create name tags.</li> <li>2.Set up coloring pages, activity pages, markers etc.</li> </ol>	Sticky Name tags & coloring/ activity sheets, markers/ crayons
Craft 20 Mins	 Pirate Faces	<ol style="list-style-type: none"> <li>1. Distribute pre cut pieces (hat, nose, eyes, hat, skull &amp; bones) to kids</li> <li>2. Have kids color their pirate faces</li> <li>3. Glue skull and bones on hat</li> <li>4. Glue hat, eyes and nose to face</li> </ol>	<ul style="list-style-type: none"> <li>- White Paper Plates</li> <li>- Black, white &amp; red construction paper</li> <li>- glue sticks</li> <li>- scissors</li> <li>- Markers</li> </ul>
Story 10 Mins		Throughout story time, coordinators will ask questions about the book to get an understanding of the children's perspective on the book, and to see what they found the most interesting.	Book
Activity 15 Mins	Pirate Relay Race	<ol style="list-style-type: none"> <li>1.Kids run through zig zag pylons (4)</li> <li>2.Jump through the Hula Hoops (4)</li> <li>3.Do three ring toss run to back of the line and the next person goes</li> </ol>	<ul style="list-style-type: none"> <li>- Pylons</li> <li>- Hula Hoops</li> <li>- Ring Toss Game</li> </ul>
Story 10 Mins		See Above	Book
Activity 15 Mins	Sailors in Troubled Water	<ol style="list-style-type: none"> <li>1.Players spread out in a circle and lay down on their backs with their feet in the middle</li> <li>2. Give a ball to players on opposite sides of the circle</li> <li>3.Players hand the ball to the left as fast as possible</li> <li>4.The Captain can yell "Wrong Way" at which the players switch direction</li> <li>5.The Captain can yell "Abandon Ship" the two players with the balls stand up and switch spots with each other as fast as possible and resume passing the ball</li> <li>6.</li> </ol>	- two balls
Conclusion 10 Mins	Clean Up	<ol style="list-style-type: none"> <li>1.Gather Kids and have them collect crafts</li> <li>2.Do Head Count</li> <li>3.Hand out evaluation forms</li> </ol>	- Evaluation Forms

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Craft 20 Mins	 <p>Hand Print Parrot</p>	<ol style="list-style-type: none"> <li>1.Hand out Parrot templates, googly eyes and glitter nose</li> <li>2.Have kids trace their hand 5-6 times and color them</li> <li>3.Cut out the hands and glue them onto the parrot's body</li> <li>4.Glue on the nose and google eye</li> </ol>	<ul style="list-style-type: none"> <li>- Multi Colored Construction Paper</li> <li>- Googly Eyes</li> <li>- Glitter paper</li> <li>- White paper</li> <li>- Scissors</li> <li>- Glue Sticks</li> <li>- Markers</li> </ul>
Story 10 Mins		Throughout story time, coordinators will ask questions about the book to get an understanding of the children's perspective on the book, and to see what they found the most interesting.	Book
Activity 15 Mins	Shipwreck	<ol style="list-style-type: none"> <li>1.Outline where the playing area is, explain where port, starboard, stern and aft are</li> <li>2.Explain which rules are being used (see attached rules sheet)</li> <li>3.Have kids line up horizontally in front of you</li> </ol>	<ul style="list-style-type: none"> <li>- Pylons</li> <li>- Hula Hoops</li> <li>- Ring Toss Game</li> </ul>
Story 10 Mins		See Above	Book
Activity 15 Mins	Sailors in Troubled Water	<ol style="list-style-type: none"> <li>1.Players spread out in a circle and lay down on their backs with their feet in the middle</li> <li>2.Give a ball to players on opposite sides of the circle</li> <li>3.Players hand the ball to the left as fast as possible</li> <li>4.The Captain can yell "Wrong Way" at which the players switch direction</li> <li>5.The Captain can yell "Abandon Ship" the two players with the balls stand up and switch spots with each other as fast as possible and resume passing the ball</li> </ol>	- two balls
Conclusion 10 Mins	Clean Up	<ol style="list-style-type: none"> <li>1.Gather Kids and have them collect crafts</li> <li>2.Do Head Count</li> <li>3.Hand out evaluation forms</li> </ol>	- Evaluation Forms

# Shipwreck Rules

<b>Command</b>	<b>Action</b>
<b>Bow</b>	<b>Run to Front</b>
<b>Stern</b>	<b>Run to Back</b>
<b>Starboard</b>	<b>Run to Right</b>
<b>Port</b>	<b>Run to Left</b>
<b>Main Deck</b>	<b>Run Back and form original line</b>
<b>Man the Life Boat</b>	<b>Find partner, sit on floor, face each other, hold hands, rock back &amp; forth "row the boat"</b>
<b>Life Buoy</b>	<b>Kids sit Back to Back with Arms Linked</b>
<b>Scrub the Deck</b>	<b>Children crouch down and pretend to clean the floor with their hands.</b>
<b>Captains Coming</b>	<b>Children salute and shout out "Aye, Aye Captain" – At Ease-kids relax from salute</b>
<b>Dead Turtle</b>	<b>Kids lie upside down (on backs) with Arms (claws) straight up in the air.</b>
<b>Walk the Plank</b>	<b>Walk in straight line, one foot in front of the other, arms outstretched to sides.</b>
<b>Captain's Wife</b>	<b>Everyone curtseys</b>
<b>Captain's Daughter</b>	<b>Pose like model (hand on hip, other outstretched, bent, wiggle, blow kiss</b>

# Shipwreck Rules

<b>Command</b>	<b>Action</b>
<b>Submarine</b>	<b>Children lie on floor with one leg raised like a periscope</b>
<b>Fire the Cannon</b>	<b>Make pairs of kids, pretend to light the cannon, shout "boom!", jump in the air.</b>
<b>Ship Aground</b>	<b>Kids fall on the floor (or freeze where they are) until "All Clear"</b>
<b>Hit the Deck</b>	<b>Children lie down as fast as possible</b>
<b>Crows Nest</b>	<b>Stand on one leg (mast), other foot rests on knee (crows nest) hand above eyes!</b>
<b>Rats on Board</b>	<b>Children sit on the floor, hugging knees, while feet are raised off the floor</b>
<b>Mess Hall</b>	<b>Kids find group of 2 or 4 sit in circle pretend to eat.</b>
<b>Compass Point</b>	<b>Children all gather in center of the room</b>
<b>Parrot Pandemonium</b>	<b>Run around and pretend to catch a parrot Flap arms and squawk</b>
<b>Mutiny</b>	<b>Find a partner or Run around the area sword fighting everyone.</b>
<b>Stormy Weather</b>	<b>Rock from side to side</b>
<b>Land Ahoy</b>	<b>Freeze in Bow direction with both hand's cupped above eyebrow's (looking for land).</b>

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PHASES	ACTIVITY	INSTRUCTIONS	MATERIALS
Intro 10 Mins	Name Tags & Coloring/ Activity Sheet	<ol style="list-style-type: none"> <li>1.Create name tags.</li> <li>2.Set up coloring pages, activity pages, markers etc.</li> </ol>	Sticky Name tags & coloring/ activity sheets, markers/ crayons
Craft 20 Mins	 Castle Silhouettes	<ol style="list-style-type: none"> <li>1.Give each kid a piece of white card stock, have them color in a sky</li> <li>2.Have each kid cut out a castle to their liking from black construction paper</li> <li>3.Glue castle onto white cardstock</li> </ol>	<ul style="list-style-type: none"> <li>- Black Construction paper</li> <li>- White Cardstock</li> <li>- Scissors</li> <li>- Glue Sticks</li> <li>- Markers, pencil crayons, crayon</li> </ul>
Story 10 Mins		Throughout story time, coordinators will ask questions about the book to get an understanding of the children's perspective on the book, and to see what they found the most interesting.	Book
Activity 15 Mins	Royal Rock, Paper, Scissor Race	<ol style="list-style-type: none"> <li>1.Set up a path of hula hoops/ space markers</li> <li>2.Split kids into two groups and line up on opposite ends of the track</li> <li>3.The first player jumps through hoops until they meet up, play a round of rock paper scissors</li> <li>4.The loser races back to their team and the next player starts jumping. The winner keeps jumping towards the other team.</li> <li>5.Whichever team makes it to the end first wins</li> </ol>	- Hula Hoops or area markers
Story 10 Mins		See Above	Book
Activity 15 Mins	Knight Tag	<ol style="list-style-type: none"> <li>1.Designate 2-3 kids as Robbers and 2-3 kids as knights and everyone else as citizens</li> <li>2.Players sit down with closed eyes and we will tap Robbers ONCE on the head and Knights TWICE</li> <li>3.Allow players to spread out and start the game, robbers tag citizens who must sit down, Knights tap seated citizens to free them</li> <li>4.Knights can be tagged and must sit if caught, the round is over when all knights are tagged</li> </ol>	- A Good Attitude
Conclusion 10 Mins	Clean Up	<ol style="list-style-type: none"> <li>1.Gather Kids and have them collect crafts</li> <li>2.Do Head Count</li> <li>3.Hand out evaluation forms</li> </ol>	- Evaluation Forms

# Pre School - Royal Rumble

## Overview

This program will bring swashbuckling pirate pandemonium to your library! Our epic crafts, activities, and stories will bring kids to the high seas to experience life as a pirate.


**Approx. Time: 1:30 hr.**

PHASES	ACTIVITY	INSTRUCTIONS	MATERIALS
Intro 10 Mins	Name Tags & Coloring/ Activity Sheet	<ol style="list-style-type: none"> <li>1. Create name tags.</li> <li>2. Set up coloring pages, activity pages, markers etc.</li> </ol>	Sticky Name tags & coloring/ activity sheets, markers/ crayons
Craft 20 Mins	 Paper Bag Puppets	<ol style="list-style-type: none"> <li>1. Give every kid a character sheet and paper bag</li> <li>2. Have everyone color in their character and cut them out</li> <li>3. Glue these to paper bag</li> </ol>	<ul style="list-style-type: none"> <li>- Paper Bag</li> <li>- Character Outline</li> <li>- Glue</li> <li>- Scissors</li> <li>- Markers/ Crayons</li> </ul>
Story 10 Mins		Throughout story time, coordinators will ask questions about the book to get an understanding of the children's perspective on the book, and to see what they found the most interesting.	Book
Activity 15 Mins	Royal Rollin Bowlin	<ol style="list-style-type: none"> <li>1. Split kids into two teams</li> <li>2. Set up bowling pins and let kids go</li> </ol>	- Hula Hoops or area markers
Story 10 Mins		See Above	Book
Activity 15 Mins	Royal Blob Tag  Royal Flush Tag	<ol style="list-style-type: none"> <li>1. Set out pylons to define the playing field</li> <li>2. Pick 2 people to be the starting Royal Blob each time they tag someone they join the blob</li> </ol> <ol style="list-style-type: none"> <li>1. Pick 1-2 kids to be it, when kids are tagged they have to make a toilet pose and go whoosh</li> </ol>	- Pylons
Conclusion 10 Mins	Clean Up	<ol style="list-style-type: none"> <li>1. Gather Kids and have them collect crafts</li> <li>2. Do Head Count</li> <li>3. Hand out evaluation forms</li> </ol>	- Evaluation Forms

## Overview

This program will bring to life Witches, Wizards & Warlocks for a spellbinding good time! Our epic crafts, activities, and stories will bring kids to magical realms never known before!

**Approx. Time: 1:30 hr.**



PHASES	ACTIVITY	INSTRUCTIONS	MATERIALS
Intro 10 Mins	Name Tags & Coloring/ Activity Sheet	<ol style="list-style-type: none"> <li>1.Create name tags.</li> <li>2.Set up coloring pages, activity pages, markers etc.</li> </ol>	Sticky Name tags & coloring/ activity sheets, markers/ crayons
Craft 20 Mins	 Witches Cauldron	<ol style="list-style-type: none"> <li>1.Color in the middle of the magic cauldron, Add glue and sprinkle on glitter</li> <li>2.Cut out Witches legs and feet</li> <li>3.Glue the feet to paper and glue cauldron a little over the top of the legs</li> </ol>	<ul style="list-style-type: none"> <li>- Construction paper</li> <li>- Glue</li> <li>- Scissors</li> <li>- Markers/ Crayons</li> <li>- Black Paper</li> <li>- Glitter</li> </ul>
Story 10 Mins		Throughout story time, coordinators will ask questions about the book to get an understanding of the children's perspective on the book, and to see what they found the most interesting.	Book
Activity 15 Mins	Wizard Spell	<ol style="list-style-type: none"> <li>1.Blow up a few balloons and have the kids try to keep them off the ground as long as possible</li> <li>2. If this is too easy have the kids hold hands and do the same things (could split them into teams)</li> </ol>	- Hula Hoops or area markers
Story 10 Mins		See Above	Book
Activity 15 Mins	Witchy Witchy Where's your Wand	<ol style="list-style-type: none"> <li>1.Have all kids sit in a circle, with one chosen witch in the middle eyes closed</li> <li>2.Find a "wand" and give it to one child while chanting this song</li> <li>3.Witchy, Witchy, where's your wand? Somebody stole it from your home. Guess who! Maybe you... Maybe the monkeys from the zoo. Wake up Witchy, find your wand.</li> <li>4.Have all Kids hide their hands behind their backs</li> <li>5.When the chant is over the Witch opens their eyes and gets three guesses to who has the bone, then switch the witch</li> </ol>	- Wand



**Approx. Time: 1:30 hr.**

### Overview

This program will bring to life Witches, Wizards & Warlocks for a spellbinding good time! Our epic crafts, activities, and stories will bring kids to magical realms never known before!

PHASES	ACTIVITY	INSTRUCTIONS	MATERIALS
Intro 10 Mins	Name Tags & Coloring/ Activity Sheet	<ol style="list-style-type: none"> <li>1. Create name tags.</li> <li>2. Set up coloring pages, activity pages, markers etc.</li> </ol>	Sticky Name tags & coloring/ activity sheets, markers/ crayons
Craft 10 Mins	 Magic Potion	<ol style="list-style-type: none"> <li>1. Rip 1 cotton ball into pieces and place them in the bottle</li> <li>2. Fill the bottle with water, food coloring, and glitter</li> <li>3. Seal the cork with hot glue</li> </ol>	<ul style="list-style-type: none"> <li>- Glass Bottle</li> <li>- Hot Glue Gun</li> <li>- Glitter</li> <li>- Water</li> <li>- Cotton Ball</li> </ul>
Craft 10 Mins	 Wizard Heads	<ol style="list-style-type: none"> <li>1. Give out Pre assembled glued popsicle sticks and have kids color them</li> <li>2. Cut a triangle out of construction paper to fit behind the popsicle sticks and cut out a round nose</li> <li>3. Cut several long strips of yarn for the beard and tie them/ glue to one side</li> <li>4. Flip over and glue the triangle to the back of the wizard, then flip again and glue on the nose</li> <li>5. Add star sticks for decoration</li> </ol>	<ul style="list-style-type: none"> <li>- Jumbo Popsicle Stick Triangles</li> <li>- Glue Sticks</li> <li>- Construction paper</li> <li>- Markers</li> <li>- stickers</li> <li>- Yarn</li> <li>- Scissors</li> </ul>
Story 10 Mins		Throughout story time, coordinators will ask questions about the book to get an understanding of the children's perspective on the book, and to see what they found the most interesting.	Book
Activity 15 Mins	Who's the Warlock?!?!	<ol style="list-style-type: none"> <li>1. Pick one person to be the detective and send them away from the group</li> <li>2. Pick a warlock from the rest of the kids, who will pick an action for the rest of the group to mimic</li> <li>3. The warlock will try to change the action and the rest of the group will change with them</li> <li>4. The detective gets 3 guess to figure out who the warlock is</li> </ol>	- Nothing
Story 10 Mins		See Above	Book
Activity 15 Mins	Witchy Round Up Tag	<ol style="list-style-type: none"> <li>1. Choose 2 kids to be it they hold hands and tag people who join the end of the blob</li> <li>2. Play until only 1 person is left</li> </ol>	- Nothing
Conclusi on 10 Mins	Clean Up	<ol style="list-style-type: none"> <li>1. Gather Kids and have them collect crafts</li> <li>2. Do Head Count</li> <li>3. Hand out evaluation forms</li> </ol>	- Evaluation Forms