



## Fun Friday

The option of Fun Friday is the opportunity for the youth who attend your program to look forward to the end-of-the-week. The Fun Friday activities are provided with 2 options. You can choose to do only one of the activities or you can choose to do both.

Fun Friday activities that you don't use in one week, you can certainly hang onto for use later.

## Fun Friday September 6

The supplies and directions can be found in the chart below.

Activity #1	Activity #2
Arts and Crafts	Cooking
<b>What you will need:</b>	<b>What you will need:</b>
Fuse beads and shapes Iron Wax paper	Graham crackers Frosting Sour punch straws Plastic knives
<b>What you will do:</b>	<b>What you will do:</b>
<ol style="list-style-type: none"> <li>1. Youth select a shape and fill it with fuse beads</li> <li>2. When they are finished, place wax paper over the beads, and place the iron on the wax paper</li> <li>3. Melt the beads into a permanent shape</li> </ol>	<ol style="list-style-type: none"> <li>1. Challenge the youth to make a flashcard using frosting and sour straws</li> <li>2. With the straws, make the numbers to create a flash card (1 + 4 etc.)</li> </ol>



## Fun Friday September 13

This is an option for Friday afternoons for kids who just want to do something different and have some fun. In today's Fun Friday, youth will have the opportunity to choose either Mini Sports or Engineering. The Fun Friday activities are provided with 2 options. You can choose to do only one of the activities or you can choose to do both.

Fun Friday activities that you don't use in one week, you can certainly hang onto for use later.

The supplies and directions can be found in the chart below.

Activity #1	Activity #2
Mini Sports	Engineering
<b>What you will need:</b>	<b>What you will need:</b>
Cards with dots Use 4" x 6" cards Make four of each of 8 different colors, for example, 4 single green dots, 4 single blue dots, 4 single orange dots, etc. CD Player and age-appropriate music	Small marshmallows Toothpicks
<b>What you will do:</b>	<b>What you will do:</b>
<ol style="list-style-type: none"> <li>1. Spread the dots out in the play area.</li> <li>2. Turn on the music and children move around</li> <li>3. When the music stops, students must be on a dot</li> <li>4. Call out one of the colors, and youth on that color are out</li> </ol>	<ol style="list-style-type: none"> <li>1. Divide the children into small groups</li> <li>2. Each group must design a bridge that is at least 12" long and will stay up when it spans a space made by separating student desks</li> </ol>




## Fun Friday September 20

This is an option for Friday afternoons for kids who just want to do something different and have some fun. In today's Fun Friday, youth will have the opportunity to choose either Mini Sports or Engineering. The Fun Friday activities are provided with 2 options. You can choose to do only one of the activities or you can choose to do both.

Fun Friday activities that you don't use in one week, you can certainly hang onto for use later.

The supplies and directions can be found in the chart below.

Activity #1	Activity #2
Jump Rope Challenge	Catapult
<b>What you will need:</b> 1 jump rope per participant	<b>What you will need:</b> Orange cones to mark tossing line 6 hula hoops, lined up in a vertical line from the tossing line 6 bean bags
<b>What you will do:</b> Each class will select one person to represent them in this challenge Youth will compete to see who can jump the longest without messing up. If a student misses in the first 15 seconds, he/she may retry. If a youth goes beyond 15 second, when he/she misses, his turn is over Students should cheer on their team members AT 4 minutes, anyone remaining jumping, winds	<b>What you will do:</b> Create the "catapult game" by marking off the tossing line and then laying out 6 hula hoops in a vertical line 1 player at a time, youth comes to the tossing line and throws three bean bags, trying to score the most possible points. Score is kept for the team, providing the correct points for each bean bag, Have a player to retrieve the bean bags for each team Calculate the points for each team and share the winner at the end of the three games. <div style="text-align: center;">             Throw Line   </div> Circle closest to the throw line is worth 1 point, then number progresses to 6 points in the 6 <sup>th</sup> circle



## Fun Friday September 27

This is an option for Friday afternoons for kids who just want to do something different and have some fun. In today's Fun Friday, youth will have the opportunity to choose either Mini Sports or Engineering. The Fun Friday activities are provided with 2 options. You can choose to do only one of the activities or you can choose to do both.

Fun Friday activities that you don't use in one week, you can certainly hang onto for use later.

The supplies and directions can be found in the chart below.

Cups Up, Cups Down	Obstacle Course
<b>What you will need:</b>	<b>What you will need:</b>
60 16 oz. Red solo or plastic cups	A variety of "obstacles" including wooden blocks, pool noodles, empty boxes, hula hoops, trash cans, any other portable item which can act as an obstacle
<b>What you will do:</b>	<b>What you will do:</b>
<ol style="list-style-type: none"> <li>1. Divide students into two equal teams.</li> <li>2. Give each team 2 cups for each player (be sure that there are an equal number of cups even if there are not an equal number of players.)</li> <li>3. One team chooses to be the Cups Up team (cups are on the bottom with the brims up) and the other team is Cups Down (cups are brim down).</li> <li>4. Cups are placed anywhere in the playing area by both teams, some cups up, and others down. Teams return to their baseline</li> <li>5. Rules of play: <ol style="list-style-type: none"> <li>a. Use 1 hand only (the other should be behind the back)</li> <li>b. No cups can be stacked</li> <li>c. No walking around with cups</li> <li>d. When time is called, hands go up in the air.</li> </ol> </li> <li>6. When you call "GO!" all team players move onto the playing area, and the Cups Up team tries to get all of the cups turned up, while the Cups Down team tries to get them all down.</li> <li>7. There are 4 quarters, each one 2.5 minutes long.</li> <li>8. In between each quarter, teams return to the baseline.</li> <li>9. Score is the total cups turned up (for the Up team) and down (for the Down team).</li> </ol> <p>Cups that are neither up or down, do not count.</p>	<p>Set up the obstacle course</p> <p>Line up the team at one end of the obstacle course</p> <p>One at a time, each player must travel the obstacle course, gently touching each of the obstacles and then running straight back and tagging the next team player</p> <p>When the entire team has made it through the obstacle course, record the time it took.</p> <p>These points will be added to the scores of the other games</p>