

CRAZY CROWD PLEASERS

Shelly Henderson, Activities Director at Dinuba High School
(559) 595-7227
shenders@dinuba.k12.ca.us

ICEBREAKER DANCE AROUND THE POOL

This huge back-to-school event includes dancing, swimming, foosball, air hockey, volleyball, and basketball. We set up outdoor video games on large screens (Rock Band, Mario Kart, Wii Baseball and Tennis, Just Dance, FIFA, and Madden.) Students enjoy Water Wars Capture the Flag (incorporating an inflatable slip and slide), class competition Raft Pull relay, and a class dance competition (not shown in video). We provide a check-in room for valuables, and students look forward to our snack shack.

ACADEMIC RALLY

We honor three groups of students for their academic success the previous semester—Academic Letter recipients, students who increased 50 points or more on their CST's in English Language Arts, and CSL Academic All-League athletes. Intersperse awards with fun activities.

Minute to Win It: Students have one minute to complete a challenge consisting of ordinary household items. (Based on the popular TV show.)

Crepe Paper Unroll: Students grab the ends of two rolls of crepe paper and twirl them around their arms until the entire roll is off the ground and around their arms.

Balloon Chase: Students have a balloon, tied with fishing line, to a baseball cap. They run around in circles for one minute without the balloon or crepe paper tail touching the ground or the contestant.

Ping Pong Panic: Students strap a tissue box to their behind using a belt. The box contains 3 ping pong balls. The object is to jump around and jerk until all 3 ping pong balls have bounced out of the box.

Football Fanatics: Class Competition—7 people per team.

(1) Girl puts on football helmet for safety, jumps on air mattress, and holds inflatable 2' football. The remaining six teammates pick up the mattress and run with her to Station 2. (2) Girl throws football to football player standing in front of his class bleachers. The 7 competitors form a line next to their chair.

(3) Football player tosses football into his class section. The ball must go all the way up and down the bleachers and be tossed back to him. (4) Football player gives football to last person in the line who must hold the football throughout the Hula Hoop pass (competitors hold hands and pass the Hula Hoop down the line and back without letting go of their hands or football.) (5) When done, everyone will face the football player, and the person closest to the chair will sit in the chair with the football held over his/her head. (6) The football player will give a balloon to the first person in line. It will be passed over/under until the last person places the balloon on the lap of the person sitting in the chair and sits on the balloon until it pops. The person in the chair gives the football to the next person and runs to the front of the line. This process will continue until the first person is back in the front of the line. (6) The person with the football will throw the football back to the football player who will then throw the football back into his section where it must be passed up and down the bleachers and thrown back to him. (7) All 7 competitors and the football player will lead their class in the WAVE . . . across and back . . . across and back. The football player will then run with the football up onto the stage and perform his football touchdown dance.

Grand Finale Featuring Staff. (All rehearsed ahead of time.)

Student/Teacher Switch Dance Off: Six teachers (dressed like students) will make their way into the OCS room (On-Campus Suspension) and act up . . . take out their cell phones, put on their earphones, wad up and throw paper, put their feet up on the desks, etc. Then the teachers arrive (teenagers dressed like teachers) and try to get order in the classroom. When they fail miserably, the narrator says, "All these teachers can think about is escaping and going back to the good 'ol days." They hear the Twist begin to play. The teachers (teenagers in real life) form a horizontal line in front of the bleachers and begin to twist. They will dance for 10 seconds to eight different oldies.

Then the students (teachers in real life) get out of their desks, push the "teachers" out of the way, and begin to dance for 10 seconds to eight different more recent songs like *Dougie*, *Jerk*, *Stanky Leg*, *Wacka Wacka*, and *Baby I Like It*. As the "students" are doing the fist pump with the final song, the Leadership class joins them and then gets the whole crowd up on their feet doing the fist pump with them.

HILLBILLY DAY RELAY RACE (Girls vs. Guys in a tag-team relay)

(1) Launch a rubber chicken to your partner who must catch it in a kettle or big pot. (2) Wash and rinse a t-shirt, socks, and underwear in buckets of soap and rinse water; (3) Run the clothing to the clothesline and hang up the clothes; (4) Peel a carrot and potato and put it with the chicken in the pot to create a delicious chicken stew; (5) Lift two bails of hay into the back of a pickup; (6) All teammates must jump in the back of the pickup. First team to finish the challenges is the winner.



PIRATE DAY—Dash for the Pirate's Flag (Girls vs. Guys in a tag-team relay)

(1) 4 boys and 4 girls run to the stage and each grabs a hardened loaf of bread. They use them to have a sword fight. The last person with his/her loaf of bread intact (not broken) wins, and his/her teammates run to Station 2 while the losing 4 participants have to sing "yo ho, yo ho, a pirate's life for me." (2) 1 guy and 1 girl pick up a fish in their mouth and run to Station 3 where they drop the fish in a pan. (3) 1 guy and 1 girl cut the fish open to find the hidden key which will open the treasure chest. They run with the keys to Station 4. (4) When the keys are passed to the 2 guys and 2 girls at Station 4, they can begin the rum chug (sparkling cider). The bottles are half full. They must drink until the bottles are empty, link arms, and run to Station 5. (5) 1 guy and 1 girl must grab the key and walk the plank (4" x 4" posts) while being bombed by cannons (water balloons). They run to Station 6. (6) 1 guy and 1 girl get the key from the plank walkers and open the treasure chest. They dig through the shredded paper to find the hidden treasure map and run to Station 7. (7) 1 guy and 1 girl will use the map to find which stacked box holds their pirate's flag. Once the flag is found, they run their pirate's flag to the flagpole and hoist it all the way up to declare victory. Obviously, the number of people in this relay can vary.

HOSPITAL DAY—Hospital Escape (Couples vs. Couples)

(1) Couples get into their ambulances (cardboard boxes covered with white paper and decorated with ambulance symbols) and run to Station 2—the X-Ray Department. (2) Each girl stands up against a strip of black paper which has been taped to the wall while her partner uses chalk to trace the outline of her body. He draws a jagged line on the leg portion of her x-ray indicating her leg is broken. He will help his partner hop to Station 3 since her leg is broken. (3) The couple will wrap their inner legs together with an Ace bandage, each will grab one crutch (put under the couple's outside arms), and hobble over to Station 4. (4) The guy will feed his partner yucky hospital Jello. They leave the crutches and run (while their legs are still wrapped together) to Station 5—the Physical Therapy Department. (5) They do 5 toe touches and 5 jumping jacks, they grab one pillow per couple, and then run through Station 6. (6) A line of hospital employees are waiting with pillows. Each couple must make their way through the employees (using their pillow to break through) and then run to Station 7. (7) Take off the Ace bandage and break out of the hospital (run through hospital EXIT sign).



COLLEGE PRIDE DAY—College Rush (Guys vs. Girls)

(1) 1 guy and 1 girl will get out of their sleeping bags, put their pillows in their pillow cases, roll up their sleeping bag, tie the pillow and sleeping bag together with rope, and run to Station 2. (2) 1 guy and 1 girl will eat a Cup of Noodles with a fork and drink all the broth. Then they will run to Station 3. (3) 1 guy and 1 girl will grab five books, jump on their bike, and ride to Station 4. (4) 1 guy and 1 girl are waiting at a table with some paper and a pen. When they are tagged by their



teammate riding the bike, they will begin writing an essay: College Pride Day, College Pride Day, College Pride Day. They are unhappy with their essay, crumple the paper, and throw it in the trash can. If they miss, they must get up and try throwing it again from their chair. They write their essay, crumple, and throw in the trash can two more times and then run to Station 5. (5) 1 guy and 1 girl throw a football through a raised Hula Hoop two different times. When they have completed this challenge, the person holding the Hula Hoop will run onto the stage and perform a victory dance.

HOMEcomings FLOATS FOR ALL-WEATHER TRACKS

Homecoming theme shown on DVD: "Just Dance"

Create 4' x 8' panels using 1" x 4" pieces of lumber to create frames and use plywood triangle reinforcements in all four corners. Cover with cardboard or tackboard. Create backdrop on paper and then cut in 4-foot widths to fit each panel. Cover backs of panels if you desire a scene change because they can be turned to give a completely new look. Attach handles so they can be carried. Depending on the theme, each club or class creates a 1-minute song, dance, or skit to complement the Homecoming theme and their particular float sub theme. For example, "Just Dance" lends itself to Jack and Rose dancing on the Titanic or watching Sandy and Danny dancing to *You're the One that I Love*. How about Belle and the Beast waltzing together as love transforms the Beast or dancing the hula with a beautiful Hawaiian sunset as the backdrop.

WHACKIN' CATFISH (Couple vs. Couple)

Guys put a nylon (upper thigh section) on their head with a raw egg tied on the top. Girls jump on partner's back and use a stinky catfish to whack the other guys' eggs. Last couple without a broken egg wins.



ON-THE-JOB-DAY (Girls vs. Guys in a tag-team relay)

(1) Mail carriers—deliver mail to mailboxes placed around the quad (name on envelope must match name on mailbox). (2) Carpenter—Hammer three nails into a 2 x 4 piece of wood (5 hits for each nail). (3) Licensed Vocational Nurse—clean a bed pan (filled with Mt. Dew and chunks of a Snicker candy bar). Drink Mt. Dew with a straw and eat Snicker chunks. (4) Taco Bell employee—wrap burritos (nine burritos are made out of stuffed paper and one is real). Put all ten burritos in a Taco Bell sack and run sack to partner on the stage. (5) Final partner must find the real burrito and eat it.



BLACKLIGHT RALLY

Involve as many students as possible. Our Basketball Homecoming candidates performed a 1-minute dance, song, skit utilizing the black lights (costumes and props glowed.) Color guard performed a routine using white flags. Five players from our girls and boys varsity basketball teams did an over/under pass using inflatable 6' noodles. The last person in the line had to then ride the noodle like a horse to the front of the line while bouncing a basketball. When they got to the front of the line, they had to shoot the basketball into a neon-colored Hula Hoop. This process continues until the first person is back in the front of the line.

BASKETBALL HOMECOMING RALLY



Shopping Cart Floats

Shopping carts are converted into mini floats which carry out a theme, and couples create a 1-minute song, dance, or skit to complement the theme. For example, for "It's a Small World," you could transform a shopping cart into a Chinese takeout box with giant chopsticks and act out a Sumo wrestling match . . . or a bullfight in Spain (the cart becomes the bull) . . . or an Aztec dance in front of the Aztec Pyramids. (Other possible themes: toys, games, modes of transportation, favorite places . . .)

SURVIVOR DAY (Girls vs. Guys).

Each person must put a live cricket down his/her shirt for 30 seconds. Then both teams grab a blanket and stretch it over four tall stakes to create their shelter. Both teams then hammer their tribal sign into the ground. They crawl under a large tarp and then get into separate lines. Each team must throw three fish down the line so that each person touches the fish. The final person runs with the last fish and cuts its head off (safety pumpkin carving knife). All members of each team must jump at least two times in a jump rope made of cow intestines. Finally, the first team to run and get under their shelter is declared the Survivor Day Champions.

SAFARI DAY

- (1) Couples jump into their Jeep (cardboard boxes painted in camouflage) and run to Station 2.
- (2) Couples jump out of their Jeep and eat safari food (bowl filled with brown pudding, bananas, Oreos, and gummy worms).
- (3) They jump back in their Jeep and drive to a deadly pit of quicksand (large tarp). They jump out of their Jeep. Girl lays on stomach on tarp. Guy runs to opposite end and throws her a rope where he then proceeds to pull her out of harm's way.
- (4) The guy uses a tranquilizer gun (Nerf gun) to shoot the poachers (students with Velcro targets on their chest) surrounding the monkeys dangling in the tree. When two darts stick to the target, they can grab a monkey from the tree to save its life. The guy gives his monkey to his partner, and she crawls over and under the parts of two metal picnic tables covered in safari netting.
- (5) While she is crawling through the dangerous safari terrain, he is peeling a banana with his bare feet.
- (6) When finished, they run to the stage's flagpole and hoist their monkey up the pole out of danger.



CLUB FAIR

During the fourth week of school during the regular lunch period, clubs promote and recruit students to join their clubs. They can sell food/beverages/desserts to attract students to their booth. They are encouraged to distribute informational handouts and have students provide their name and phone number on a sign-up sheet. Each club gets time on the stage to inform students about their purpose and activities. They mention when and where they meet and direct them to their booth for more information. Because we have so many clubs, half of them set up on Thursday and the other half set up on Friday. Hundreds of students are recruited through Club Fair.

DRESS TO YOUR GENERATION DAY (Guys vs. Girl tag team relay)

Guys take on the girls in Generation Bingo. The object is to see which team can get Bingo the fastest. Two giant Bingo cards (6' x 6') are displayed at the center of the competition. Contestants collect Bingo markers after they complete each "stage of life" challenge and run and put their marker on their Bingo card.



Stage of Life Challenges:

1. Baby—Put on a bib and eat baby food
2. Pre-School—Draw a happy face on butcher paper while blindfolded
3. College—Find your jersey in a hamper full of dirty clothes
4. Newlywed—Make your bed before heading off to work
5. Parents of a baby—Clean the baby's diaper by licking chocolate pudding off of the diaper.
6. Parents of children—Make a P & J sandwich, put it in a baggie, and put it in a lunch pail.
7. Senior Citizen—wheelchair race to get the final Bingo marker and complete your Bingo on the giant card.

BACKWARD BALLOON TOSS (Inside Out and Backwards Dress-Up Day)



Each couple is tied together at the waist with their backs touching. Give each guy a trash bag with 15 water balloons. The guy bends over, grabs a balloon, and throws it high enough to clear the rope over their heads. His partner's goal is to catch as many balloons as possible without them breaking and putting them in her bucket. The couple with the most intact balloons in their bucket wins.

STARFEST CELEBRATION (Held in April to honor students for success on their CST's the previous spring and to kick off CST testing which begins the following week.)



Starfest is held during the last $1\frac{1}{2}$ hours of the school day for ALL students. Students enjoy food booths sponsored by clubs, an inflatable obstacle course, Arrest-A-Friend Jailhouse, swimming, basketball, and DJ's from Q97.

Tons of prizes are given away throughout the event. Students' names are entered into a school-wide drawing each time they scored proficient or advanced in math, science, English language arts, or social science the previous spring. They are entered in another drawing if they improved even by one point. A student could conceivably have his/her name entered FIVE times in the drawing. Prizes include cameras, backpacks, calculators, digital frames, gift cards, USB drives, iPods, and several laptops. Most prizes are purchased with ASB funds.